EXCLUSIVE PREVIEW OF NEW SUPER NES CARTS!

A SENDAI PUBLISHING GROUP PERIODICAL

Volume 3, Number 2

SUPER NES BUYER'S GUIDE

FIRST SUPER NES PIX

MORTAL KOMBAT

CD EXCLUSIVE!



TOP SECRET SPECS ON SUPER NES CD-ROM!

SNES PREVIEWS

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RUN SABER
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FINAL FIGHT 2
DUCK DODGERS
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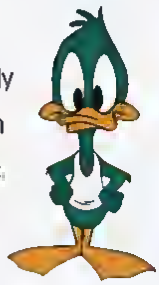


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Plucky Duck's Go-Go Bingo

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MARCH / APRIL 1993

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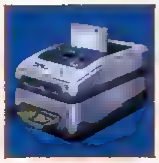
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It's an imaginary world where cartoon characters called Doodles are alive. In this bizarre adventure, the Doodles are disturbing the balance between Cool World and Real World. If the balance isn't restored quickly, both worlds will be destroyed! Pit your wits against Doodles like Holli Would, Vegas Vinnie and Slash. They're out to get you—it's up to you to stop them and save the world!

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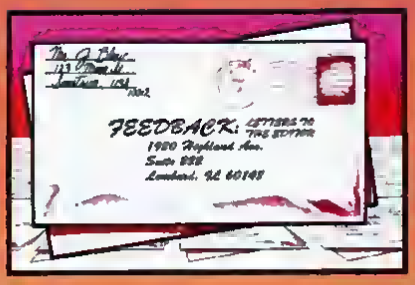
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SUPER NINTENDO

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FEEDBACK



This is the section in which you get to give us compliments, complaints, gripes, questions, rumors and opinions. If the editor likes your letter enough he may even print right here in the mag! Send all letters to: Feedback, Letters to the Editor, Sendai Publications, 1920 Highland Ave., Suite 222, Lombard IL 60148. Due to the high volume of letters received we are sorry that individual letters will not be answered. Keep sending in those letters, we love to get 'em.

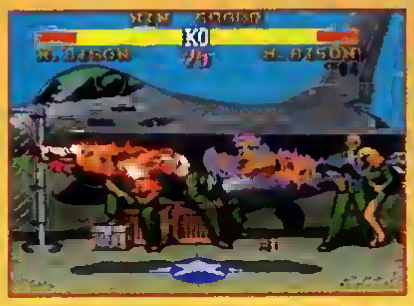
STREET FIGHTER 2 BOSS CODES!?

In one of your other publications, you ran e Game Genie code where we can play as the bosses in Street Fighter 2. While the trick works, and I can control the movements of the boss characters, the game glitches out after e few rounds. Is there an update to the code where I can play the whole game as the bosses?

Jason Perkins
Topeka, KS

I recently purchased the Super NES game Genie and put in the boss codes. I can't do the flaming torpedo. Is it my imagination or are Bison's moves done in the same way that I would do Ryu's? Why is this?

Chad Yancy
Los Angeles, CA



With the Pro Action Replay and Game Genie you can Play aa SF2 Boss vs. Boss!

(Ed. Well guys, there are only a limited number of things that the Game Genie can do. One thing it can't do is to program something into the game that never was there in the first place. While you can control the bosses, as you found out, there are no new moves that you can do with the controller. That is because Capcom never programmed in any controller moves for the bosses. All the Game Genie is doing is using the existing controller moves for one of the programmed world warriors and assigning them to the bosses.

For example, to do M. Bison's flaming torpedo, you must do Ryu's hurricane kick movement on the control pad. As you can imagine, this can cause the game to glitch out because you are doing something that never was built into the program.

While it is fun to experiment with different Game Genie or Pro Action Replay codes, remember that there is no code which will let you play an entire game with the type of control and 'new moves' as you would expect to find in a Champion Edition cart.

We have continued to experiment with different codes though, and the 'faked' game play is getting better. In fact, if you use both, the PAR and GG together you can play a two-player versus round of boss against boss! Check out our tricks section in this issue.)

BLOOD & GUTS GAMING!

I have read that the mega-hot coin-op Mortal Kombat is going to be done by Acclaim for the Super NES. At first I thought that was great, but since the Big "N" has been known to insist that 'excessive' blood and violence be removed from games for their systems, I don't know if the game is really going to be that greet. We have something in this country called "Freedom of choice". It is our right to choose what we watch on TV, or what games we play. I for one won't buy the game if it isn't the best translation possible. And, since it is supposed to be 16 megabit, I would believe that there should be enough memory to include all the characters, moves and even the fatalities. Also, since it is to be a high memory game, I refuse to pay $90 for a game that won't have the fatalities just because of Nintendo's archaic 'no violence' policy.

While you as a publisher can't do anything about what Nintendo does and says, at least please keep us informed as to what will end won't be in the game.

Mike Haney
Detroit, MI

Mortal Kombat is the only game that we play in the arcade. It is awesome! We ere true fanatics! Have you heard anything new about the game?

Chip Mansen
Staten Island, NY



Midway has just released a limited edition Mortal Kombat comic book!

(Ed. We totally agree with you, Mike. If the home version of MK is going to cost us $70+, it better be a perfect copy of the coin-op, with the fatalities. One way to voice your opinion is to write to Nintendo. Tell them what you want. If enough players complain, perhaps they might listen!

Have you purchased the MK comic book, Chip? That ($3.00 plus postage) along with an MK T-Shirt ($9.95 plus postage) can be ordered from: Mortal Kombat, 1340 Irving Perk Rd., Suite 414, Chicago, IL., 60613)

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SUPER NES CD-ROM OR PHILLIPS CD-I?

Since you guys seem to be the onas with all the answers about evarything, I thought I'd ask you a quastion. With all the talk thasa days about the Nintendo CD-ROM unit, there is ona main thing about this unit that is bothering me. You said in an earlier issue that Nintando is making its unit so that it will be compatible with the Phillips CD-I machine. My question is, since the CD-I unit is a powerful systam, why even bother buying Nintendo's super 32-Bit system? I talkad to a Phillips representative recently and he said that Nintendo's CDs will play on their CD-I unit, but not vice-versa. So, wouldn't it just be better to buy the CD-I system which is capable of doing more than Nintendo's 32-Bit CD-ROM unit? There shouldn't be much of a difference in price. Or is there something that Nintendo isn't telling us yet? Are the specs any different than you previously reported?

Chris Lok
Arlington, TX

I am an owner of both a Super NES and a Genesis system. My quastion is, should I get the Sega CD-ROM now, or wait to see what Nintando will have to offer? Sega has the technology already in tha storas. Nintendo, on the other hand, seems to be making promisas they can't kaap. A 32-Bit system with Phillips CD-I compatibility for $200 (see the enclosed letter from a Nintendo representative stating just that!) by the Winter of 1993? Come on Nintendo! How are you going to do that?

Chad Clark
Shelbyville, IN



Nintendo isn't as vocal any more about the immediate future of their CD-ROM!

(Ed. It was very interesting to hear what Nintendo had to say about their new CD-ROM at the Winter Consumer Electronics Show. Since they made some unbelievable promises last year, which they obviously didn't keep, we weren't real surprised when their new story was the down playing of the whole format.

It appears that the geniuses at Nintendo finally realized that it tekes a lot of time to make CD games, and if companies don't have development systems, they can't make games. They are also starting to think twice about the price. Their main announcement at the show was that they are going back to relook at the system and people will heve to wait until the Summer Consumer Electronics Show for the offcial price and launch date announcement.

From the final specs that we have on their CD-ROM, Nintendo still maintains that their unit will be CD-I compatible. We'll just have to believe them for now. Does that mean you can presently go out and pay big bucks for a CD-I system, expecting that there will be 100% compatibility when Nintendo brings out their discs next year? Considering that they have changed their mind so many times in the past, I wouldn't trust anything they say until I saw it personally. So, if you are saving up for the CD-ROM, don't stop at $200. Plan on adding at least 50% more.

However, we do have the final specs on the CD-ROM as developers need to know important things like the amount of built-in RAM and ROM. For the entire story, don't miss our exclusive article appearing in the Hi Tech column.)

MORE CONVERSIONS FOR SUPER NES!

Even though I would never think about buying an over priced NEO-GEO system, I do admire the excellent games that they have brought out for their systam. Since many of their games eventually come to the Super NES, thanks to Takara, I have no problem with waiting. It sure beats paying $500 for tha system! I have heard that King of the Monsters is on its way to the storas. What is the next great conversion we can expect?

Tim Spencer
Mudson, MA

A friend has told me that Mega Man 6 is going to be done for the Super NES. That is my favorita series of games. Tell me that it is true.

Nigel Bruce
Greensboro, NC

Since Super Star Wars was such a hit (it sold out everywhere in my city tha day it came), can you tall me if JVC is planning on doing the next in tha series - The Empire Strikes Back?

Andy Hopkins
Oregon, IL

Street Fighter 2 is old. Do you know if Capcom is working on a CE or, better yet, Turbo CE version for the Super NES? Since the CE is coming out for the Genesis CD, wouldn't it be natural for Capcom to go one better for the Super NES? (Especially since Mortal Kombat is coming out latar this year.) What is the story?

Eric Johnstone
Corona, CA

(Ed. The next great Neo-Geo conversion coming from Takara is Fatal Fury. The rumor is they are going to do Art of Fighting, but Takara won't confirm it. You might also want to know that Sunsoft is another Nintendo licensee who is going to convert Neo-Geo carts. At the Winter CES they showed early pictures of World Heroes!

You have been hearing some good rumors, Nigel. Capcom has confirmed that Mega Man will make the jump from NES to Super NES leter this year. Also, JVC showed us an early version of Super Empire Strikes Back at the CES. It should be ready this Fall. No word on a Turbo CE version of Street Fighter 2. I would bet that they are working on it, though.)

SUPER NINTENDO
ENTERTAINMENT SYSTEM

FATAL FURY

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FATAL FURY

The battle of fate has begun...

Fatal Fury is here, and only Takara brings home all the power of the smash coin-op arcade megahit. Experience heart-pounding Streetfighting action for the Super Nintendo Entertainment System. Battle against cruel and vicious enemies to be crowned King of Fighters!

Blazing fast animation and realistic moves make this game the one to beat! Use all your fighting skills, for each villain is huge and dangerous. Choose from among three fighting heroes — each with his own unique style of fighting. Use fists and feet to defeat all foes but beware — enemies possess hidden powers that defy the force of Nature itself. Witness their terrible might as they transform themselves, hurling energy blasts, tornadoes, even turning their entire bodies into human torches! And even as you pound them one by one, waiting and watching is the Big Boss himself — the strongest and meanest foe of all!

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SUPER NES HI-TECH

NINTENDO FINALIZES SPECIFICATIONS AND SIZES FOR THEIR NEW 32-BIT CD-ROM DRIVE!

In order to allow game developers sufficient time to hava new CD-ROM software available for the earty 1994 launch of the Super NES CD-ROM peripheral, Nintendo of Japan wrapped up the devalopment work on their Super NES ND (Nintendo Disc) Drive last December. Our editors have been able to get the final specs and system configuration from Japan and this peripheral really looks hotl



Last December, Nintendo finalized the specs for their Super NES ND (Nintendo Disc) Drive.

ND SYSTEM PACKAGE

The Super NES ND Drive (the official U.S. name hasn't been dacided yet), when it comes out, will consist of three parts: tha ND Drive, the ND System Cartridge and the CD-ROM AC Adapter. The ND Drive will be 9 1/2" deep, 7 7/8" wide and 2.9" thick (the same size as the Super NES) and it will weigh 2 lbs 7 oz. The ND System Cart will contain tha majority of the 'brains' and will plug into the cartridge slot of the Super NES. There will be a cord from the system cart to the ND Drive thet will transfer data and/or power.

GAME SOFTWARE

In a bold move, Nintendo will devlate from the standard 'bare CD' format that Sega and T.T.I. use. Each Nintendo game disc will come in its own CD caddy as many computer CDs come now (see photos).

In addition to this change, Nintendo will build in a software security device that will make illegal duplication of the software impossible. The custom case will also contein 256 Kbit of backup RAM for game data storage.

ND DRIVE CD-ROM SPECS

Most of the specifications haven't chenged from the ones wa listed in earlier issuas of the Super NES Buyer's Guide.

The co-processor will be 32-Bit end it will run at 21.477 MHz. There will be 8 meg of memory on board plus anothar 1 meg of PS-RAM sub memory, plus 2 meg of ROM. The games will be XA compatible (playable on Phillips CD-I machines).

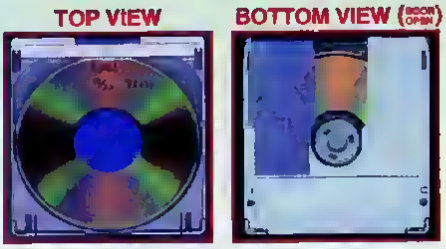
What is new, is that there will be an additional 4 megabits of supplemental D-RAM memory built in.

Thera also will ba a new CD-ROM decoder, code named HANDS (Hyper Advenced Nintendo Data transfer System). HANDS is a custom chip which basically consists of another processor - a 65C02 (which will run at 4.295 MHz). The reason for HANDS is that it will allow the main memory (8 Mbit of D-RAM) to be read without having to stop the work the co-processor is doing. It's kind of like multi-tasking. HANDS will automatically help in soma of the data crunching by convarting graphic data to character date for the Super NES.

Stay tuned, as naxt issue we will delve even further into Nintendo's new top secret 32-Bit wonder!

TOP VIEW

BOTTOM VIEW (SHOW OPEN)



The Super NES CDs will come in individual caddies that protect the disc from damage.

SUPER NES CD-ROM SPECS

Main Memory:	
D-RAM	8 Mbits
PS-RAM	1 Mbit
(Super NES Memory)	1 Mbit
Supplemental Memory:	
D-RAM	4 Mbit
System ROM	2 Mbits
Co-Processor (SCCP):	
Type	32-Bit RISC
Clock Speed	21.477 MHz
Cache	8 Kbit
CD-ROM Decoder (HANDS):	
Type	65C02
Clock Speed	4.295 MHz
CD-ROM Drive:	
Standard Access Time	0.7 Sec.
Max. Access Time	1.4 Sec.
Read Error Rate	10^{-12} or less
Data Output Speed (Norm)	150 KBytes/sec
Data Output Speed (2x)	300 KBytes/sec

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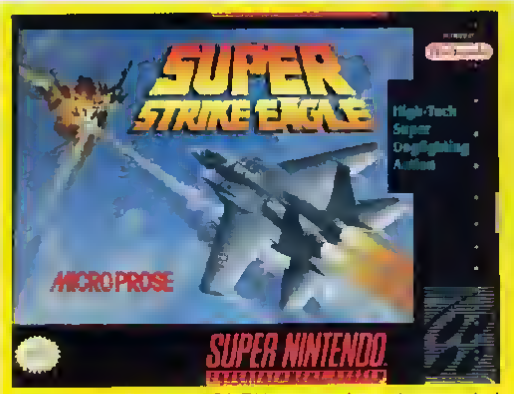
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Baseball Stars 2	$54
Black Bass	$49
Bulls vs Blazers	$54
Cal Ripkin Baseball	$49
California Games 2	$49
Championship Boxing	$49
Football Fury	$46
Geo Foreman Boxing	$49
Hit the Ice	$49
Jack Nicklaus Golf	$39
MVP Football	$49
Madden Football 93	$49
NBA Super Allstar Chall	$49
NFL Football	$54
NHL Players Hockey	$54
Nolan Ryan Baseball	$49
PGA Tour	$49
Pebble Beach Golf	$46
Pigskin	$52
Power League Baseball	$49
Pro Quarterback	$49
Skins Game	$49
Space Football	$49
Special Tee Shot	$54
Super Bases Loaded 2	$54
Super Battar Up	$49
Super Bowling	$49
Super Davis Cup Tennis	$44
Super High Impact football	$49
Super NBA Basketball	$54
Super Play Action Football	$46
Super Slam Dunk	$49
Super Slap Shot	$49
Super Soccer Champ	$49
Super Tennis	$49
Super Volleyball	$49
WWF SuperWrestlemania	$44
World League Soccer	$46

SNES STRATEGY

Aero Biz	$59
Casino Kid 2	$49
Castles	$54
Chessmaster	$49
Clue	$46
Faceball 2000	$54
HUMANS	$49
Imperium	$43
Jeopardy	$49
Kablooey	$49
Lemmings	$49
Mario Paint	$59
Metal Mannes	$49
Monopoly	$46
On the Ball	$49
Populous	$29
PushOver	$49
Obert	$49
Railroad Tycoon	$54
Rampart	$44
Romance 3 Kingdoms 2	$59
Shanghai 2	$46
SimCity	$46
Simearth	$59
Spindizzy Worlds	$49
Spot 2	$49
Super Buster Brothers	$49
Super Caesars Palace	$49
Super Conflict	$49
Troddlers	$46
Utopia	$49
Vegas Stakes	$54
Wheel of Fortune	$49
Where Time Carmen SD	$54
Where World Carmen SD	$54
Where's Waldo?	$49
WordTris	$43

SNES SIMULATION

Battle Cars	$49
Battle Grand Prix	$49
Cyber Spin	$46
Desert Strike	$49
F-Zero	$46
Falcon 3.0	$54
Hunt for Red October	$49
Jaguar Racing	$54
Kawasaki Carib Challenge	$49
Lamborghini Americn Chall	$49
Mechwarrior	$52
Micro Machines	$49
Pilot Wings	$46
RPM Racing	$46
Race Drivin'	$49
Road Riot 4WD	$49
Robosaurus	$49
Rock & Roll Racing	$49
Star Fox	$59
Super Battle Tank	$54
Super F1	$49
Super F1 2	$49
Super Mario Kert	$49
Super Strike Eagle	$56
Test Drive 2	$49
Top Gear	$46
Top Geer 2	$49
Wacky Racers	$44
WarpSpeed	$49
Wing Commandar	$54
Wing Commander 2	$54
Wings 2 Aces High	$49

SNES KICK & PUNCH

Battle Blaze	$46
Best of the Best	$49
Doomsday Warrior	$49
Double Dragon	$54
Fatal Fury	$56
Final Fight	$39
Final Fight 2	$54
First Samurai	$49
King of the Monsters	$49
Pit Fighter	$46
Power Moves	$49
Rival Turf	$54
Street Fighter 2	$69
Super Combatribes	$54
Super Ninja Boys	$49
Super Sonic Blastman	$49
Ultimate Fighter	$54

SNES ROLE PLAYING

Arcana	$54
Curse of the Azure Bonds	$54
Dungeon Master	$59
Eldin Hollow	$59
Equinox	$49
Evo	$54
Final Fantasy Legend 2	$54
Final Fantasy Mystic Qst	$39
Golden Empire	$59
Inindo	$59
Lord of the Rings	$54
Lost Mission	$49
Magic Candle World	$54
Magic Sword	$54
Might & Magic 2	$54
Outlender	$49
Pirates of the Dark	$54
Shadow Run	$54
Spellcaster Aspects Valor	$54
Ultima 6	$59
Uncharted Waters	$59
Wanderers from Ys 3	$54
Wolf Child	$49

FUTURE PLAY

NEW SOFT NEWS

With the Winter CES finally over, we have gathered up our thoughts and photographs and assembled a huge listing of some of the hottest Super NES games at the show. So sit back and enjoy this expanded edition of Future Play.

To begin, Acclaim was showing The Incredible Crash Dummies; American Sammy had Football Fury; American Softworks was showing off their Super James Pond; Bandai had Kitaro's Adventure and Toxic Crusaders out on display; Bulletproof was highlighting Obitus; Capcom was out there with MVP Football; Culture Brain was showing off their fighting game called Ultimate Fighter; DTMC had some unique titles called Mountain Sports and Lester the Unlikely; ElectroBrain had Future Zone; B.O B. was Electronic Arts' latest title; Hudson Soft. was premiering Battle Grand Prix and Dig and Spike Volleyball

Interplay had quite a display with Lord of the Rings and Rock & Roll Racing; Irem had a game starring a speedy little dude named Rocky Rodent; JVC was showing Jaguar XJ220 and Super Empire Strikes Back; Mindscape was debuting Outlander and Terminator; Ocean had quite a list that included Dennis the Menace, Juressic Park and the Untouchables; Seta was showing Cacoma Knight, F-1 Roc 2, and The Wizard of Oz.

Sony had Dracula; Sunsoft was flying high with Superman; Taito had their newest hero named Sonic Blastman. T*HQ had Ren & Stimpy, Rocky and Bullwinkle and Sports Illustrated; Toho was showing Super Godzilla; Vic Tokai had two titles called Last Mission and Time Slip while Virgin was displaying Global Gladiators, Super Caesars Palace, and Wolfchild.

SQUARE

FINAL FANTASY ADV. 2

CART SIZE	THEME	AVAILABLE
16 MEG	ACT./RPG	4th Qtr. '93

GameBoy players may remember their portable version of this game from a couple of yeers back Well, surprise! It's making a spectaculer 16-Bit comeback by the name of Final Fantesy Adventure 2!

FF Adv. 2 is a blend of action end role-pleying all in one. Similar to Zelda, this isn't a long end drawn out RPG because you do the fighting in an overhead perspective with a variety of swords and magic you acquire

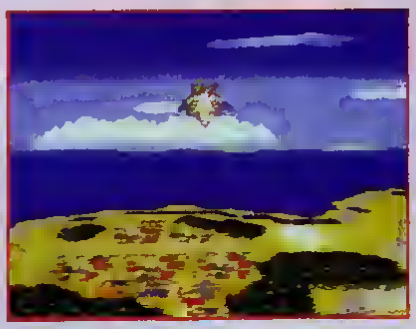


throughout the geme.

You select from three tough warriors that include a swordsman, a magic user and an archer. Once you pick the one you want, you won't be left alone because the computer will control the other two players.

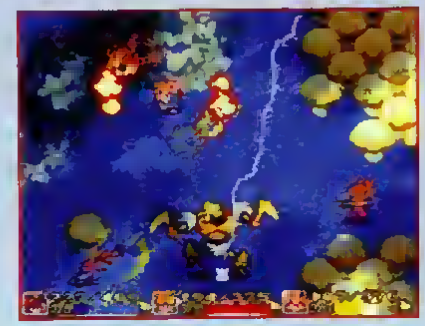




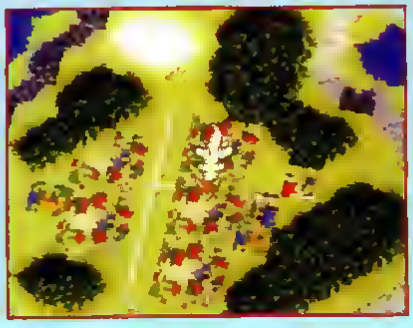


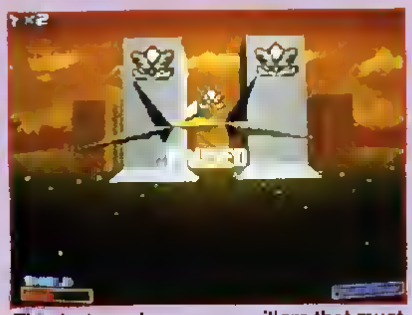
The beautifully detailed landscape is littered with enemies for you to hack and slash. Each enemy has a certain number of hit points before they fall from the attack. You also have a certain number of H.P. that can be monitored with the gauge at the bottom of the screen.

As with many other RPGs, you will



come across towns that offer goods in exchange for the gold collected from enemies. Increase your parties' weaponry with new swords end errows or buy herbs to boost your health up. The most unique aspect behind this game is the perspective and freedom you have while flying high in the sky.





This fortress has narrow pillars that muat be successfully squeezed through.



In the cockpit mode, you get guidance arrows to show where you should shoot.

NINTENDO		
STARFOX		
CART SIZE	**THEME**	**AVAILABLE**
8 MEG	ACTION	MARCH

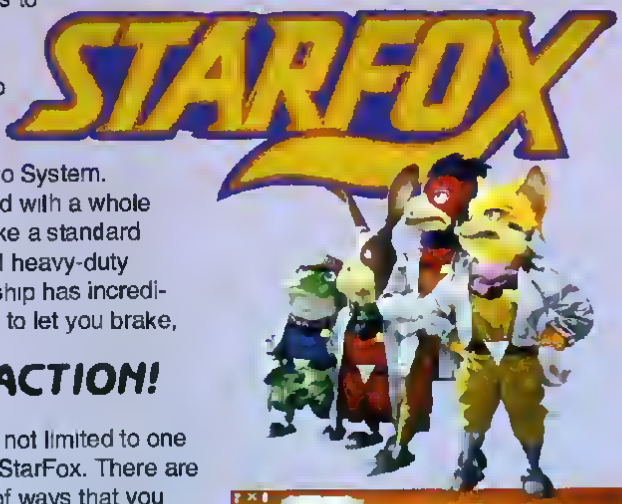
SUPER FX

Nintendo is proud to introduce the first in their line of Super FX games, StarFox! This action/shooting game features real speech, incredible 3-D polygon graphics, and realistic sound effects thanks to the Super FX chip. The whole premise behind StarFox is to stop Emperor Androv from over-throwing the Rairatto System.

Your ship is armed with a whole slew of weaponry like a standard Blaster Cannon and heavy-duty Nova Bombs. The ship has incredible maneuverability to let you brake, roll, and accelerate to outrun and outwit your opponents.

You assume the role of a fox who has been placed in charge of a squadron of fighters. These wingmen can help you if you get attacked, but if they fall under prey, you must turn tail and protect them because the mission depends upon the success of everyone.

StarFox has incredible scaling effects combined with the real sense of depth that are unmatched!



PLOT YOU OWN COURSE OF ACTION!



You are not limited to one course in StarFox. There are a variety of ways that you can seek out Venom and stop him on his home turf. Your mission will lead you through fragmented asteroid belts, meteor showers and the powerful vacuum of a black hole. The risks are high but only your team of pilots has the skill to master the perilous hazards of space combat.



The pillars are a constant threat and must be avoided before you slam into them.

OPTION MENU AND A FEW OF YOUR MANEUVERS.

FLIGHT CONTROLS



If you don't like the configuration, you can adjust it to suit your needs.

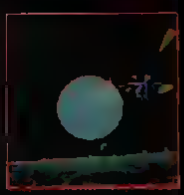


ROLL:
Use the L and R buttons to perform a roll to squeeze through meny tight spots. Great for trick flying!



BOOST:
Gives extra speed! Watch your energy meter - it is depleted when used and recharges over time.

NOVA BOMB:
When in trouble, fire off a Nova Bomb to wipe out small ships and damage the bigger starships.



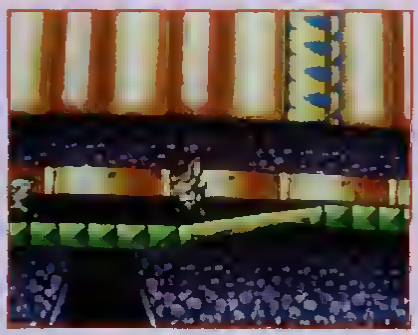
CHANGE VIEW:
You can change your view to meet your tastes. Watch your ship fly in a cockpit or behind perspective.



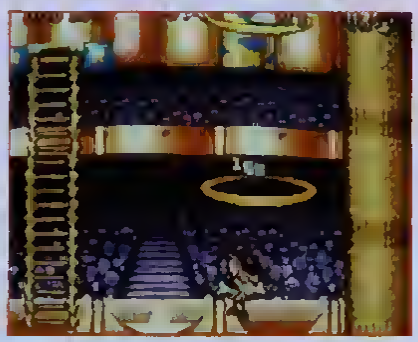
SUNSOFT

AERO THE ACROBAT

CART SIZE	THEME	AVAILABLE
UKN. MEG	ACTION	JULY



Sunsoft presents Aero the Acrobat. He's a bat that's tough, cool, slightly bad, and almost invincible. Being the star of the circus, he thrills audiences with amazing flips, hovering in midair and diving through fire hoops. That was until Edgar Ektor, the Evil Industrialist, was banished



from the circus and now wants to destroy it!

With the help of Zero the Acro-Brat, Aero must now stop Edgar's companions from destroying the circus. It's not as simple as it sounds because Aero must also continue to perform circus acts so the crowd



doesn't become suspicious. Various traps include cannons, trampolines and tacky floors. It's an adventure you don't want to miss!

NAMCO

BATTLE CARS

CART SIZE	THEME	AVAILABLE
UKN. MEG	RACING	3rd Qtr. '93

Go for a ride on the wild side! Shift into high-speed futuristic combat on the highways as you fight your way across the country. You will visit all



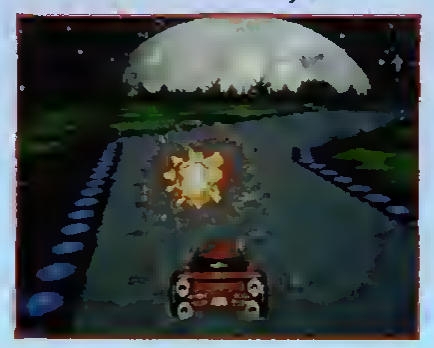
sorts of once peaceful cities as you fight for your life on the highways.

Take to the track and hone your skills as you fight the city's best drivers on closed course competition. You can hop up your monster racer with over twenty malicious power-ups with money collected from all



the grueling tournaments.

You and a buddy can race in two-player mode and demolish each other where only the winner can survive. The visual effects of the roads scale and rotate with ease as you weave through destroyed cars and land-mine ridden roadways.



ASCII

DOMINUS

CART SIZE	THEME	AVAILABLE
UKN. MEG	ADVENTURE	AUGUST



Dominus provides a unique blend of action, role-play and adventure into one hard-hitting game!

You are a supreme overlord where you must try to maintain control over your lands. You will place defenses around your perimeter and send attacking forces to conquer new



land. You must therefore manipulate your troops carefully because some forces may turn on you!

You can capture foolish warriors who dare attack your stronghold and torture them for information. Occasionally, some of these troops may break through and pillage your town



for all the women and riches they can find. However, only you can control the fate of Dominus and reap the rewards that befall it!

SONY IMAGESOFT

DRACULA

CART SIZE	THEME	AVAILABLE
UKN. MEG	ACTION	JULY



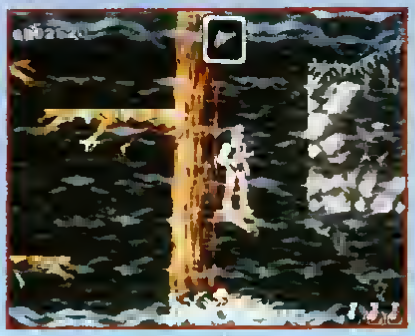
As Vampire hunter Jonathan Harker, players will battle Dracula in a monstrous series of seven confrontations. You will begin inside Drac's castle, cross through towering mountains, and end up in 19th Century London.

The journey begins when players



collect the weapons necessary to defeat Dracula at night. These weapons include hammers, stakes, guns and even dynamite!

This action game also has players fighting against Dracula's minions of the night. Use guns and stakes to put them to their unholy rest.



Using scenes straight out of the movie and an eerie soundtrack as well, Dracula is a game everyone can sink their teeth into!

RENOVATION

DREAM PROBE

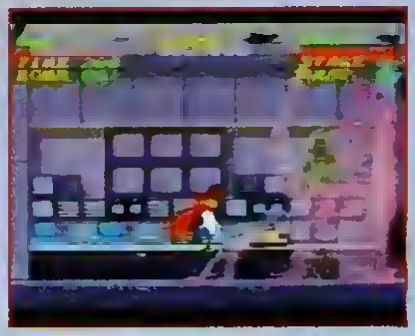
CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	FEBRUARY

Trapped inside of the Dream Probe invention, a young girl falls asleep within the machine. You must enter the machine to rescue the high



school student from her nightmare.

Dream Probe is a horizontal and vertical scrolling action game with six challenging levels. You must battle cyborgs and other enemies with ten weapons you must master. You can increase your power levels and watch your character grow stronger.



There is a lot of versatility in Dream Probe. You can choose a macho male or a fearless female, with each one having their own perspective on play. Continue to power up your weapons so that you can seek and destroy the troublesome Dream Probe.



SUNSOFT

DUCK DODGERS

CART SIZE	THEME	AVAILABLE
UKN. MEG	ACTION	3rd Qtr. '93



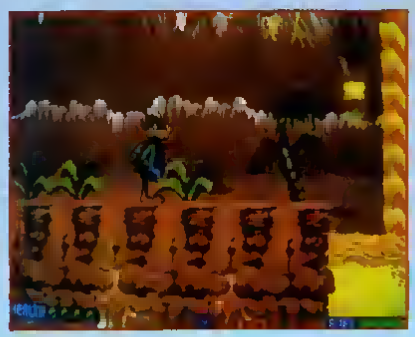
The hero of the cosmos is on a mission to claim five planets in the name of Earth. Only Duck Dodgers has the skill and bravery to accomplish such an important mission!

In this cart, Daffy Duck dons the disguise of Duck Dodgers in order to destroy Marvin the Martian from



beating him to the task. Dodgers' sidekick, Porky Pig, is on hand to offer help and important advice whenever needed.

Duck Dodgers can use disintegrator rays, time warpers and ice guns in case there is any resistance from Marvin's forces. Travel across Mars,



Earth and many other places to finally claim your five planets. Face bosses fearsome enough to scare the beak off you!

CAPCOM

FINAL FIGHT 2

CART SIZE	THEME	AVAILABLE
UKN. MEG	ACTION	3rd Qtr. '93

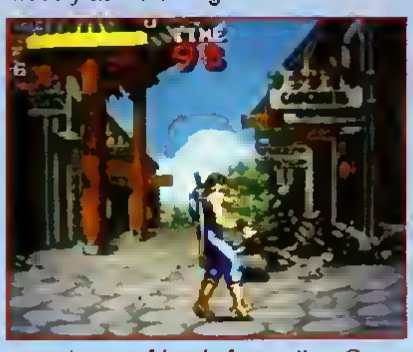


Fight the good fight in Final Fight 2! There is even more to love in this super-sequal with two new charactars! Haggar raturns and is even tougher than before! He's learned a tew more crushing moves to smash anything! Maki, the female warrior, is very agile and offers some awesoma



attack combinations. And then there is Carlos. He's a swordsman with the uncanny ability to master any sword he grasps.

This fearsome group will fight through all new levels with an even greater attention to detail. Looking closely at the backgrounds can also



ravaal some friands from other Capcom games! Failure to mastar all of these potent moves could make this Final Fight your last.

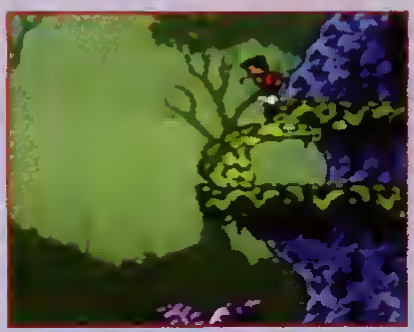
VIRGIN

GLOBAL GLADIATORS

CART SIZE	THEME	AVAILABLE
UKN. MEG	ACTION	3rd Qtr. '93

Those cool dudes who ara hip for the environmental thing are cleaning up tha mess on the Super NES!

Mick and Mack are armed with



their special high-tach goo-shooters. Together they will venture through five worlds: Slimeworld, where the swamps are overflowing with ooze; The Mystical Forest, where crazed beavers relentlessly attack; Toxi-Town, a construction zone filled with untold dangers; Arctic World, where



oil slicks ara as common as the foes and Funland where they embark on a roller coaster nde of fun!

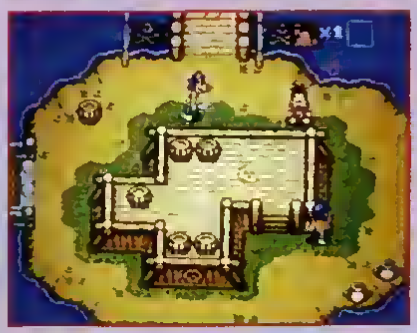
There is a full compliment of kooky sound effects and upbeat music to keep you company. Tha game has an environmental message that is also very fun to play.



CAPCOM

GOOF TROOP

CART SIZE	THEME	AVAILABLE
4 MEG	ACTION	3rd Qtr. '93



Goof Troop stars two of Disney's most lovable characters: Goofy and his side-kick son, Max. They set out to rescue their buddies, Pete and PJ, who have been abductad by a band of pirates while fishing in the South Pacific.

Players will assume the role of



Goofy and Max whose superior brain power lead them to a tortress island, a castle on a mountaintop, and a secret cave where a sunken pirate ship awaits

They must overcome many challenges as thay wandar about in a top-down perspective



Locate secret rooms tillad with fruits and power-ups and attempt to find your lost buddies. Two players can also play together!

ELECTROBRAIN

THE KING OF RALLY

CART SIZE	THEME	AVAILABLE
8 MEG	RACING	3rd Qtr. '93



The King of Rally puts you behind the wheel of an off-road truck as you compete for the title of King! There are many race locations where you will compete in grueling tests of man and machine.

Once you pick your truck, enter a customizing shop where you can



select from two engine types, three steering ratios, four tire types, and several different shift patterns.

Race through exotic cities like Paris, Moscow and Beijing on some of the most treacherous backroads to date! There are constant road hazards to ruin your suspension and



cause flat tires galore!

The roads move similar to F-Zero and have a real feeling of depth. The race is on!

ELECTROBRAIN

LEGENDS OF THE RING

CART SIZE	THEME	AVAILABLE
UKN. MEG	SPORTS	3rd Qtr. '93

Seven of boxing's greatest middleweights appear together for the first time in Legends of the Ring! Top contenders like Hagler, Hearns,



Toney, Robinson, LaMotta, Duran and Graziano are all here in this latest slug fest!

Create your own personal boxer with certain traits you desire. Then, bring him to the Exhibition Mode where you must properly pump him up to take on the big boys.



Eight players can challenge each other in the Battle of Legends mode. This features a VCR option where fights are recreated from real footage. The unique view of Legends of the Ring is infinitely adjustable so you can view the game from any camera angle!



MINDSCAPE

MARIO IS MISSING

CART SIZE	THEME	AVAILABLE
UKN. MEG	ACTION	MAY



Bowser and his bad boys are back to a life of crime. This time, it isn't Mario World that's under attack, it's our world! You see, Bowser has captured Mario and threatens to melt Antarctica and flood the planet!

This time Luigi gets to be the hero! You and Luigi must fearlessly



explore exotic cities, avoid nasty koopas and interrogate bystanders all in search of Bowser's minions.

This game is geared toward the younger audience because it deals with world geography. Of course, adults not up to par with this subject can learn some stuff, too!

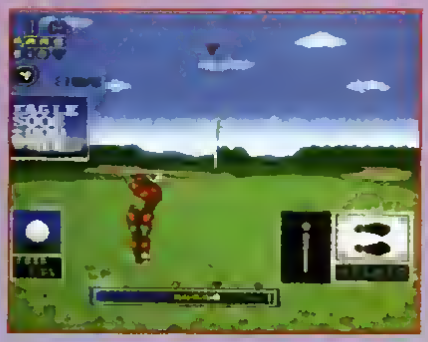


The action scenes take you right up against Bowser's buddies in a fight to locate Mario. Let's just hope Luigi is as tough as Mario!

TOHO

MECAROBOT GOLF

CART SIZE	THEME	AVAILABLE
UKN. MEG	SPORTS	3rd Qtr. '93



Just who is this Mecarobot Golfer named Eagle? He is a robotic golfer with near perfect abilities! He can hit the ball farther than any human player while having the most accurate shots as well. This golfer is your biggest and greatest challenge.

In this 3-D golf simulation, you can



choose to play in three types of games. Mode 1 lets you play a match against Eagle. Mode 2 lets you learn the rules, manners, and skills necessary to play a good game of golf while Mode 3 puts you on a practice course to polish up your skills for driving and putting.



The course is rendered in 3-D with very crisp images and background detail. Eagle is looking forward to a match with you!

LUCASARTS/?

MONSTERS

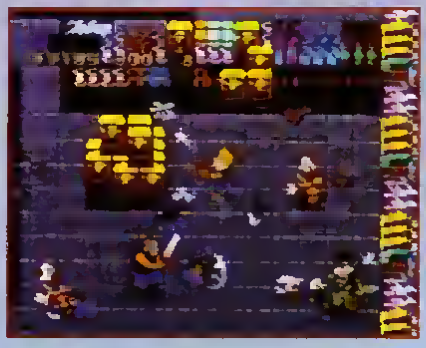
CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	N/A

LucasArts has put some serious time into this action-packed title, but they don't have a distributor for the game as of yet.



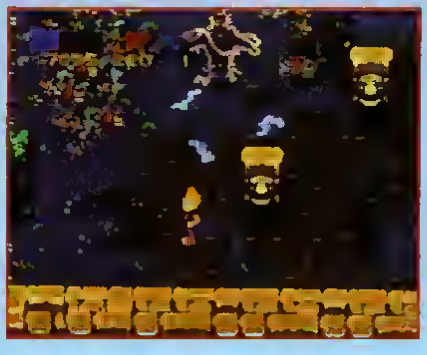
Basically, the object of the game is to fight - what else - monstars! The various levels include blood-thirsty vampires, Frankenstein-like beasts, giant ants and even a humongous child with incradible powers.

You can also pick up bonus points for rescuing captured hostagas.



Naturally, teachers are worth the lowest points on the scale but anything halps. Locata bettar power-ups to kill off the beasties quicker.

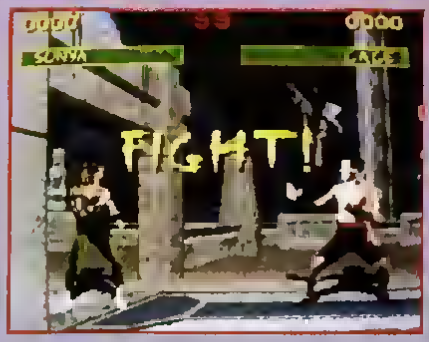
To top it all off, you will fight through many beautifully drawn stages like graveyards, nurseries and warehouses.



ACCLAIM

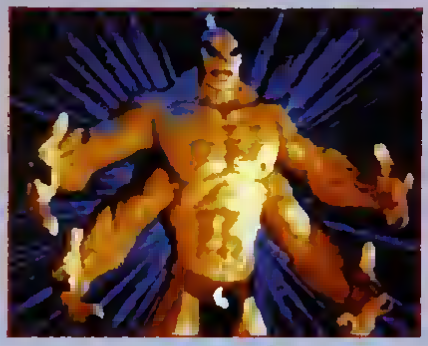
MORTAL KOMBAT

CART SIZE	THEME	AVAILABLE
16 MEG	ACTION	3rd Qtr. '93



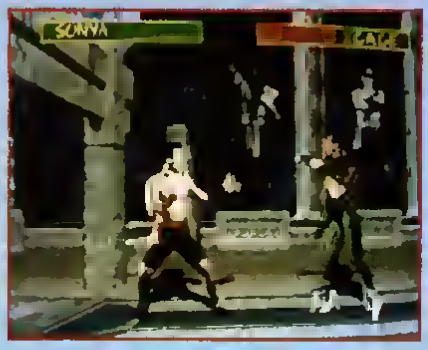
Thosa of you who are familiar with the arcade version of Mortal Kombat are in for a real treat! This exciting Super NES version is virtually identical to the coin-op! And they said it couldn't be done!

Select from seven incredibly tough warriors like Sub-Zero, Scorpion and



Johnny Caga. All of their moves have been left intact as well! Squeeze off a burst of Sub-Zero's freeze blast or Johnny Cage's Sliding Shadow Kick!

Go three rounds with your opponent and become victorious to proceed through the ranks and ultimate-



ly faca Goro and Shang Tsung, the ultimate warrior. The challenge has been set. Are you Mortal anough to face the death-defying Kombat?

INTERPLAY

ROCK 'N ROLL RACING

CART SIZE	THEME	AVAILABLE
UKN. MEG	RACING	2nd Qtr. '93



Okay race fans! The tracks are prepped and the machines are waiting so get out there and sling some dirt around with Rock 'N Roll Racing!

This fast-paced racing game features high-charged rock and roll musical classics like 'Bad to the Bone' and 'Peter Gunn.'



The track and its surroundings have a realistic view to enhance the racing experience. There are six racing machines each equipped with its own arsenal of weapons to keep the competition at bay.

Larry Huffman provides the play-by-play with a digitized voice as you



take on the dangers of over fifty treacherous tracks!

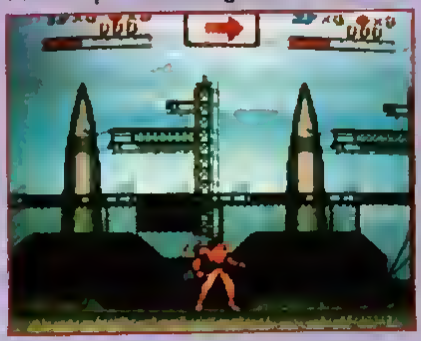
Take part in the ride of your life in a rock 'n roll extravaganza!

ATLUS

RUN SABER

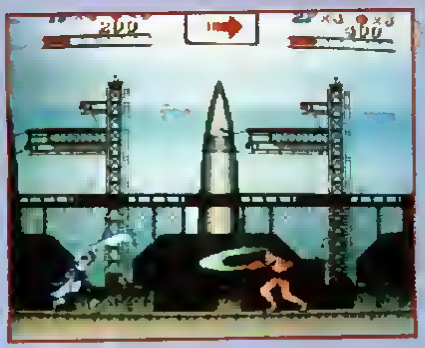
CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	APRIL

With the threat of enemy invasions growing closer, your government has chosen you, yes you, for the most important assignment to date.



Seek out the enemy forces where they are weakest and annihilate their offensive capabilities.

Your only armament is your trusty seber. It has the ability to slice through nearly everything! Wield it strongly for the enemy forces are already enticipating your attack.



Venture deep into their strongholds and face huge robotic protectors and sentry guards. Arrow indicators show where to go and your hit point meter must be watched carefully.

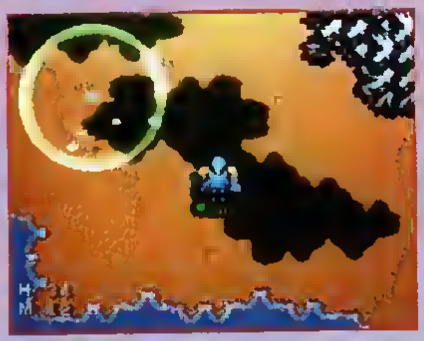
The integrity of your government relies on the success of this mission.



ENIX

SEVENTH SAGA

CART SIZE	THEME	AVAILABLE
UKN. MEG	ACT./RPG	AUGUST



Enix is preparing to release their latest and greatest game to dete! Seventh Saga puts you in control of an armor-clad warrior in search of the Seventh Saga.

Set in an overhead perspective, you can walk around towns and talk to shop keepers to acquire awe-



some weaponry on the journey. Also, locate inns and hidden passageways in various shops that can warp you from one aree to the next.

Combat also takes place in an overhead perspective like Soul Blazer. You can use your sword or conjure up some spells to become victo-

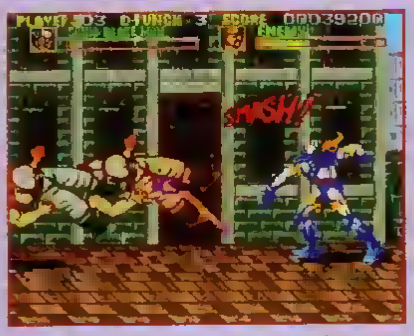


rious and get much needed gold.

The music is some of the best we have heard and based on recent success, this one looks promising.

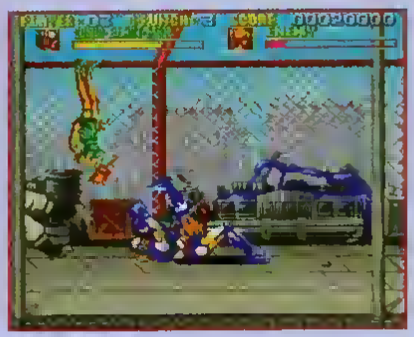
TAITO
SONIC BLASTMAN

CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	NOW



Don your boxing gloves and get set to fight evil wherever it lurks! Sonic Blastman is the latest action game based on Taito's arcade game of the same name.

Although the arcade featured only punching action, this Super NES version includes side-scrolling action



scenes similar to Final Fight. Sonic can perform all kinds of cool moves on the enemies like tossing them around, rapidly punching them, or even giving them a spinning power punch to knock 'em silly!

After each stage is completed, you will fight in the 'hit mode' where



there are five scenarios. In each, you must punch a thug or smash a train to stop it. Send enemies to their doom with a giant bagoom!

ASCII
SPELLCRAFT

CART SIZE	THEME	AVAILABLE
8 MEG	ADVENTURE	APRIL

The Modern and Magical Worlds are fighting again. Not knowing why, you have been mysteriously drawn to Stonehange where you must



attempt to save these two worlds from obliterating each other.

Using new acquired skills, you must master the ability to mix valuable spells together. Howevar, one wrong ingredient could seal you from the outside world and bring you closer to your impending doom.



Begin your voyage from Stonehenge and try to find your way around. Only proper guidance can lead to success. But beware of traps and hazards like vicious dragons and gnomes who wish for their world to ba destroyed. Brave the challenges that befall Spellcraft.



SPECTRUM HOLOBYTE
STAR TREK: TNG

CART SIZE	THEME	AVAILABLE
UKN. MEG	ACTION	4th Qtr. '93



Star Trek:TNG is finally here! Now all you Trekkers can boldly go where no one has gone before

This version of Star Trek is both an action and adventure game. Pick your Away Team from a roster of twenty crew members. Once assembled, baam down to the planet and



speak with new races or combat Ferengi and Romulans with your powerful phasers

Ship to ship combat is also possible. Mode 7 effects are used with the scaling of enemy ships and their potent weaponry. Have Worf lock phasers and blast away!

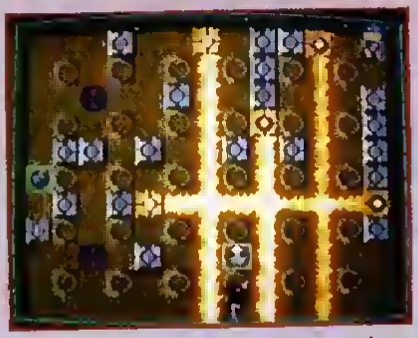


Star Trek: TNG is filled with digitized pictures of crew and has sound affects straight from the series. As Picard would say, "Make it so!"

HUDSON SOFT.

SUPER BOMBERMAN

CART SIZE	THEME	AVAILABLE
UKN. MEG	PUZZLE	SEPTEMBER



Bomberman was all the rage when it arrived on the TurboGrafx-16 a couple of years back Now, it has had a major revamping and is coming to the Super NES!

Included with Super Bomberman is a MultiTap accessory to allow four-player simultaneous play! This



is a fantastic party game!

Basically, the game is set up like an arena where four competitors wander about and try to obliterate each other using bombs. Power-ups like multiple bombs, crazy spells and flame extenders are revealed when the bombs blow up certain walls.



Each of the arenas have certain items within them like portal tubes that can warp you to different areas or enemies hidden within walls.

ATLUS

SUPER WIDGET

CART SIZE	THEME	AVAILABLE
8 MEG	ACTION	APRIL

That comical hero of Earth comes to the Super NES! Super Widget stars Widget in his greatest adventure yet! With the uprising of evil and



environmental problems, Widget has vowed to protect the Earth, no matter what the cost.

Widget has the uncanny ability to transform into four shapes with four more enhanced versions of that shape; Muscle Man, Air Widget, Water Widget, and Speedy Widget!



These bizarre shapes are complimented by a plethora of six power-ups like super strength and the ability to fly great distances. Of course, Mega Brain and his crew are on hand to help out.

Widget is just the man, or alien, to do the job right.



JVC

SYVALION

CART SIZE	THEME	AVAILABLE
8 MEG	SHOOTER	APRIL



Good 'ol Mother Earth has bowed to the almighty Evilonian Empire for the last time! Thanks to a successful raid on the enemy's armory, Earth has acquired the powerful Syvalion Attack Fighter armed with a ferocious Flame Atteck!

You must single-handedly attack



the Evilonian Empire through an intricate labyrinth of mazes and defense tunnels to reach the core.

There are three modes in Syvalion. The Basic Series lets you hone your skills in piloting the fighter, or take on the Empire in the Real Combat Mode. The final option

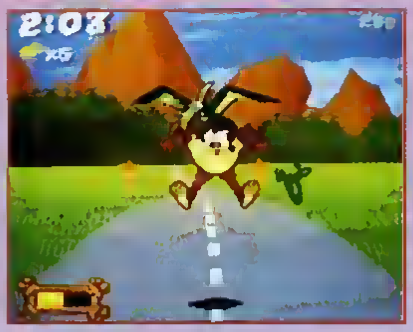


allows for you to set a time record as you fly through the mazes and roast as many enemies as you can in the Time Attack Mode.

SUNSOFT

TAZMANIA

CART SIZE	THEME	AVAILABLE
UKN. MEG	ACTION	MAY



Everybody who remembers Taz from the morning cartoons will be pleased at Sunsoft's upcoming releese! You see, all the native Kiwi birds are beginning to make their nests end Taz just loves the taste of fresh Kiwi in the morning!

TazMania plays like an arcade dri-



ving game because Taz races into the screen as the road curves and the background moves in a first-person perspective.

The enimetion is very smooth and employs some animated sequences from the cartoon if Taz falls too far and runs off a cliff.



Taz must beware of hazards like tour buses that could squash him or the love-hungry She-Devil who wants Taz more than anything else!

MINDSCAPE

TERMINATOR

CART SIZE	THEME	AVAILABLE
UKN. MEG	ACTION	NOW

Kyle Reese was sent back in time to protect Sarah Connor from the heartless Cyberdine Systems Model 101. The machine's mission was to



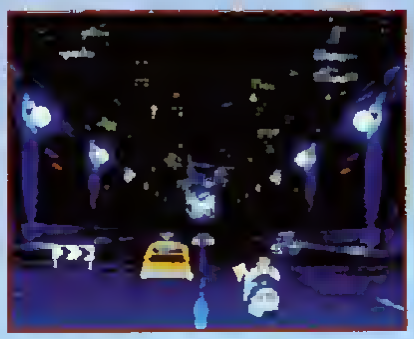
kill Sarah Connor before she could give birth to John Connor, the leader of the Resistance.

You will play as the shotgun-totin' Kyle Reese on a mission of mercy to save the future. You will visit scenic locations like the police station where you will engage in a serious



shoot out with the police and even cruise the highway speeding away from the Terminator who is in hot pursuit. Lob grenades at him to knock him off his bike.

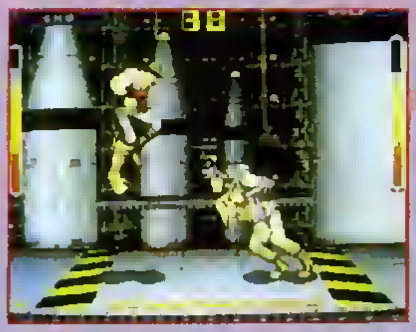
Kyle must continuelly thwart the attempt of the Terminator so that the future will be saved.



JALECO

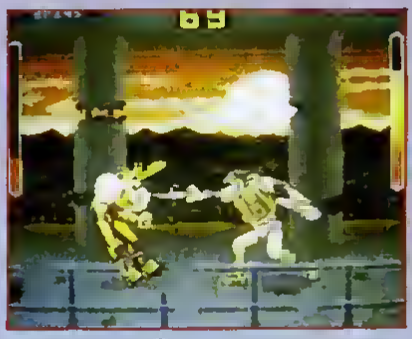
TUFF E NUFF

CART SIZE	THEME	AVAILABLE
16 MEG	ACTION	JUNE



In the year 2000, a band of rebel fighters arise from a now defunked government. These ten commanders plan to overthrow the present government and return the city to a state of dictatorship.

Four of the New Government combatants have banded together to



strike down this new-found threat.

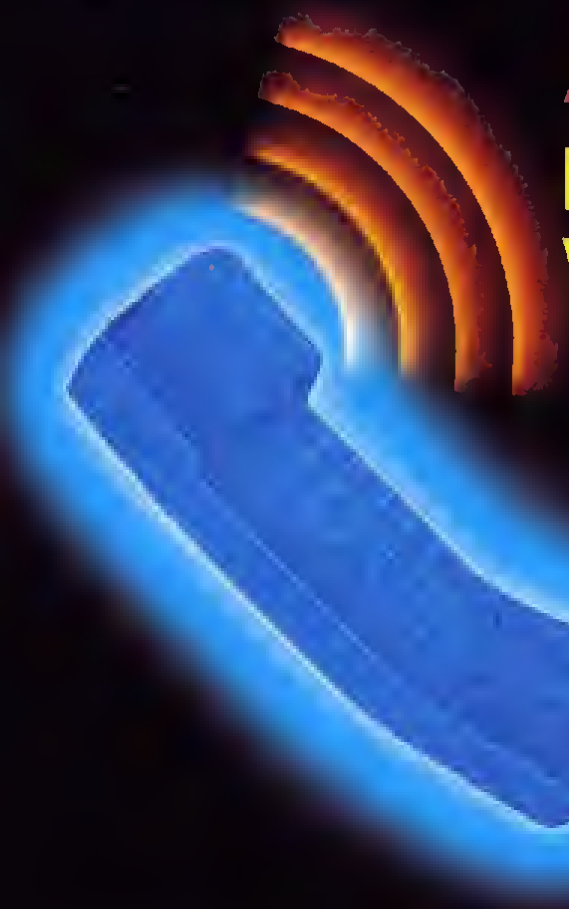
Tuff E Nuff is an all new 16 Meg fighting geme from the folks at Jaleco. One-on-one fighting is the object of the game where you must enter an arena and square off against worthy opponents highly skilled with strong special attacks!



Your stamina is displayed on the sides of the screen in a color-coded bar. If the meter dips into the red, your assaults will be weaker.

EGM'S TOP TENS

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1. SNES / CONTRA 3
2. SNES / AXELAY
3. SNES / TMNT 4
4. SNES / STREET FIGHTER 2
5. SNES / SUPER STAR WARS
6. SNES / SPACE MEGAFORCE
7. SNES / OUT OF THIS WORLD
8. SNES / BATMAN RETURNS
9. SNES / ZELDA 3
10. SNES / SUPER MARIO KART
11. SNES / MORTAL KOMBAT
12. SNES / STAR FOX
13. SNES / DEATH VALLEY RALLY
14. SNES / BART'S NIGHTMARE
15. SNES / BUBSY
16. SNES / CYBERNATOR
17. GENESIS / SONIC THE HEDGEHOG 2
18. GENESIS / JOHN MADDEN '92
19. GENESIS / NHLPA HOCKEY '93
20. GENESIS / TAZMANIA
21. GENESIS / MORTAL KOMBAT
22. GENESIS / ALIEN 3
23. GENESIS / DESERT STRIKE
24. GENESIS / BULLS VS. BLAZERS
25. GENESIS / ROAD RASH 2
26. GENESIS / TERMINATOR
27. GENESIS / STREETS OF RAGE 2
28. SEGA CD / CD SONIC
29. SEGA CD / NIGHT TRAP
30. SEGA CD / SEWER SHARK
31. SEGA CD / WONDERDOG
32. SEGA CD / MONTANA FOOTBALL CD
33. TURBODUO / GATE OF THUNDER
34. TURBODUO / BONK'S REVENGE
35. TURBODUO / LORDS OF THUNDER
36. NEO GEO / WORLD HEROES
37. NEO GEO / VIEWPOINT
38. NES / SUPER TECMO BOWL
39. NES / TURTLES 3
40. NES / SUPER MARIO 3
41. NES / YOSHI
42. NES / MEGAMAN 5
43. GAMEBOY / SUPER MARIO LAND 2
44. GAMEBOY / METROID 2
45. GAMEBOY / MEGAMAN 2
46. GAMEBOY / DR. MARIO
47. LYNX / NFL FOOTBALL
48. LYNX / SHADOW OF THE BEAST

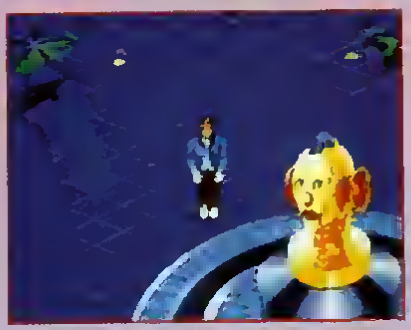
Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through March 31, 1993.

Callers must be 18 or older. Callers must use a touch tone phone. A service of Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, IL 60148

ABSOLUTE

TOYS

CART SIZE	THEME	AVAILABLE
UKN. MEG	ACTION	NOW



Zevo toys is being taken over by Leslie Zevo's evil uncle, who plans to use the company to create a massive amount of war toys. Children will be brainwashed into controlling these tiny war machines for the armed forces. You cannot allow this to happen! Use everything in your



power to prevent your uncle from releasing this army into the world, and make new remote controlled creations. Leslie must utilize many of the old classic toys in his father's factory to help him distract adversaries, such as miniature war tanks and small, deadly helicopters with



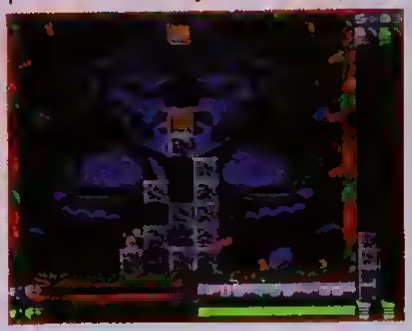
tracking devices. Send out your own war team and make your way to your uncle, and stop him before it is too late!

SEIKA

TRODDLERS

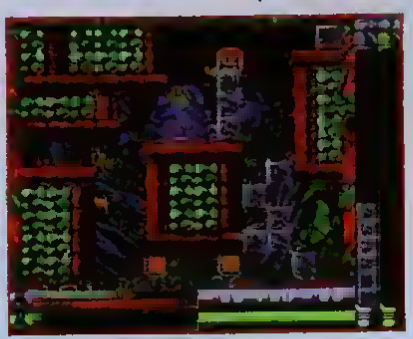
CART SIZE	THEME	AVAILABLE
4 MEG	PUZZLE	APRIL

Big boo boo on your part. You mistakenly let all of the magical little Troddlers escape through the teleporter door! Now you must warp



through over 175 levels and retrieve the little guys before they turn into the walking dead!

You play as Hocus, a wizard with the magical ability to conjure up blocks and place them wherever you need to. Naturally, you can also remove the blocks and place them



somewhere else.

There is a menu to play different types of games. There is a combat mode where Hocus has to stop the feuding Troddlers from killing each other. An important note about Troddlers is that is Mouse compatible and has a save game feature too!



SUNSOFT

WORLD HEROES

CART SIZE	THEME	AVAILABLE
UKN. MEG	ACTION	3rd Qtr. '93



A mysterious scientist has gathered together a group of warriors spanning across the globe. These powerful warriors must compete to see who will be the next World Hero!

This direct conversion from the Neo•Geo coin-op stars eight powerhouse characters capable of incredi-



ble special attacks and back breaking moves.

You can play a standard game where you pick a character and try to defeat everyone, or enter the Death Match where you and a foe square off in rings filled with spikes, fore or an energy field.



Your final face-off will put you right in center court with Geegus. This thing has the ability to transform itself into any of the warriors!

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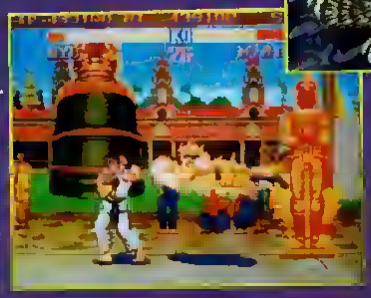
SUPER NES BUYER'S GUIDE

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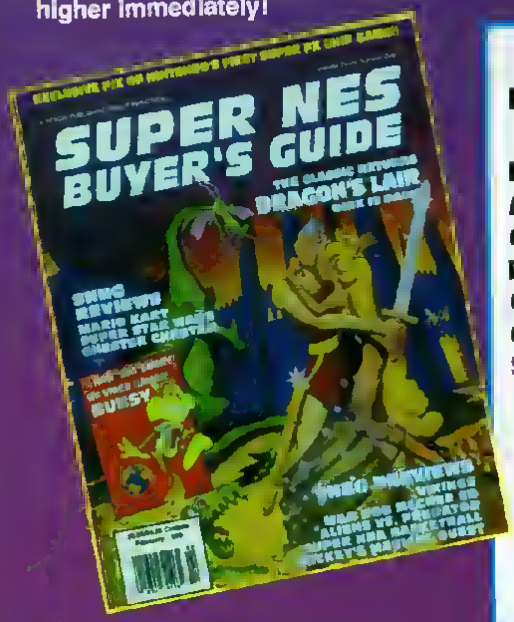




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SNES8

SUPER NINTENDO TRICKS OF THE TRADE

SUPER STAR WARS

By JVC

Special Debug Screen

This is the most incredible trick found for Super Star Wars! First, go to the title screen and press these buttons in this exact order: A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, B. After you hear the Jawa yell, you will know that the trick is in. Press START on the first controller and you can choose between three characters. You can choose Luke Skywalker, Han Solo, or Chewbacca. But this is only the beginning. Take controller 2 and press and hold the top L and R buttons while you are in the level. Doing this will bring up the game debug menu. On this screen you can manipulate just about anything in the game, such as changing the aree or the stage, increasing your lives and health, or even changing your hero and your weapon to anything you like. When you are ready to go back into the game after making the changes, press START on the first controller. You will be brought into the stage you choose, with the number of lives you designated, and the weapon of your choice. If you want to go on to the next level, just press START on controller 2 while you ere in the level. It will say that you have cleared the stage and you can go on to the next stage One more thing you can do with this trick is to give yourself invincibility! To do this while in a side-scrolling level, use controller 2 and press and hold the A, B, Y, X, and SELECT buttons. Let go of these; you will see X and Y coordinates by your character. Your hero is invincible and can walk through walls!

Ian Fogelman
West Hills, CA



Do the trick at the title screen. You will hear the Jawa yell.



Start your game and you will be able to select your hero.



Any hero can begin in the side scrolling scenes you choose.



Press the L and R buttons on controller 2 for the debug.

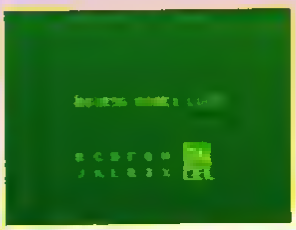
OUT OF THIS WORLD

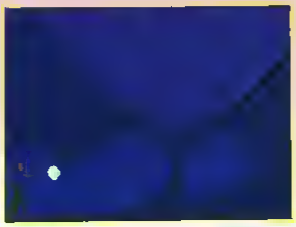
By Interplay

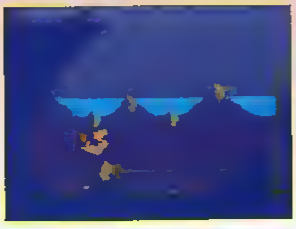
Section Passwords

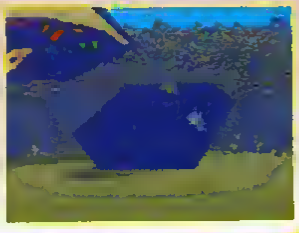
Hold the top L and R button and then press SELECT to bring up the code entry screen.

Section 1 - **LDKD**
Section 2 - **HTDC**
Section 3 - **CLLD**
Section 4 - **LBKG**
Section 5 - **XDDJ**
Section 6 - **FXLC**
Section 7 - **KRFK**
Section 8 - **KLFB**
Section 9 - **DDRX**
Section 10 - **HRTB**
Section 11 - **BRTD**
Section 12 - **TFBB**
Section 13 - **TXHF**
Section 14 - **CKJL**
Section 15 - **LFCK**









DESERT STRIKE

By Electronic Arts

Level Passwords

To start your game at new levels of play, enter these codes. Press the Y button at the title screen to get the password screen.

At the password screen, enter these codes for new levels. Each higher level demands more skill than before, so take caution before going into battle!

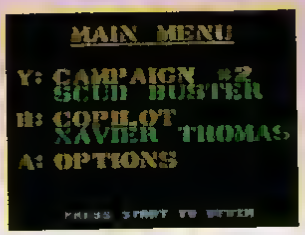
2. Scud Busters: **RZ J23J3**
3. Embassy City: **K32H82L**
4. Nuclear Storm: **RR8JKHD**

WIN SCREEN: **89CCWQD**

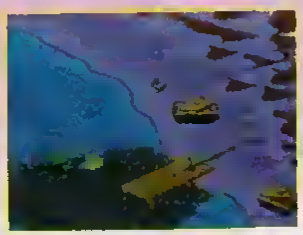
Danny Grayson
Indianepolis, IN



Get into the Campaign Menu and enter a password.



You will automatically be brought into a new mission.



The higher missions can get difficult. Stock up on ammo!



Finish to get congratulations from our "former" President.

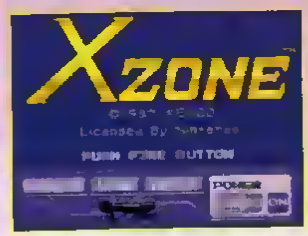
X-ZONE

By Kemco

Secret X-Mode

A new secret mode has been found in the game, X-Zone. To find this, go to the title screen. Take the Super Scope 6, aim it at the title screen, and press the PAUSE button. The screen will be green at the top and say "Special X-Mode." When you begin playing the game, you will have a time limit. Try to survive with no power-ups.

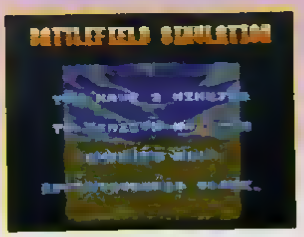
James Tseng
St. Joseph, MI



At this title screen, take the Super Scope 6 and hit PAUSE.



The screen will turn green and say "Special X-Mode" on top.



This is the description of what you have to do in the battle.



This mode is tough! You only have 2 minutes. Good Luck!

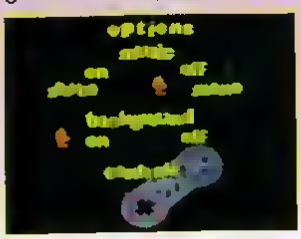
Q*BERT 3

By NTVIC

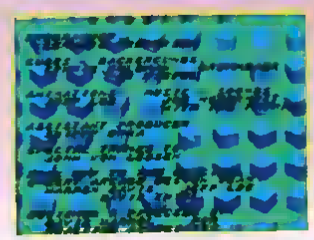
Credits & Backgrounds

To view the credits of the people who designed and programmed this game, and access a cool background show, just take controller 1 and go to the options screen. From here you should press the top L and R buttons at the same time. After you do this, you should see the credits with a moving cubed background. Pressing the SELECT button will change the current background into another one. To get back into the title screen, press the START button.

Deve Bellotti
Cranston, R.I.



Go to the options screen and press the top L and R buttons.



A new screen will come up that lets you see the credits.



Press the SELECT button to get different backgrounds.



You can scan through various backgrounds as you like.

SKULJAGGER

By ASC

Level Passcodes

These passwords will get you all the way to the fifth level of the game, Skuljagger. Before you start your game, move the arrow down and choose the Passcode option. On tha Passcode screen, choose these words in the order they are given for the following levels:

Level 2 - *CRUEL MAN CRUEL BIRD*
Level 3 - *CLAW IS MEAN DOCK*
Level 4 - *BIG WILD ANGRY FLY*
Level 5 - *FLY HOME LAZY SWORD*

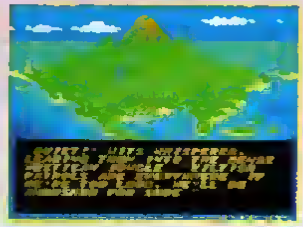
Jim Carter
Birmingham, AL



Move the arrow to the Passcode option here.



Choose the correct words to advence to the next level.



Through each new level, you will follow an intense story.



Dangerous enemies end landscapes await your arrival!

Q*BERT 3

By NTVIC

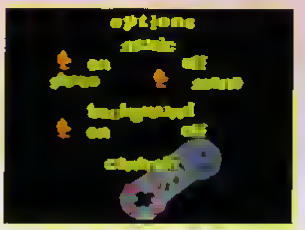
X-Bert Level

Now you can jump until your legs and snout ache with this new trick! At the title screen, move to the Game Options. Press the START button. When you are in the options, press these buttons in this order: B, Y, Y, Y, B, Y ,Y ,Y. You will hear a chime which designates that the code has been accessed. Begin your game in X-Bert!

David Chung
Howard Beach, NY



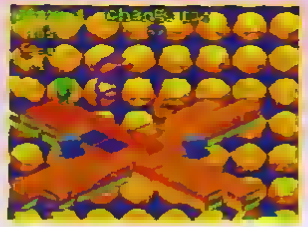
Make your wey to the Game Options from the title screen.



Press START to get into it, and do the trick here.



After you hear the chime, begin your geme from here.



You will be brought to a very difficult level called X-Bert.

TKO SUPER CHAMPIONSHIP BOXING

By Sofel

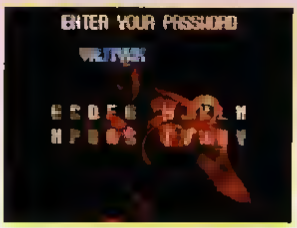
Infrared Boxer

Here is a code that will enable you to fight a weird colored boxer. First, press START on the title screen. Next, select the Championship mode on the selection screen. When you are asked to enter your password, enter the code: **VHJTVWK.** After this, you can enter your name as anything you like. When it shows you a picture of who you are going to fight, all you will see is a bunch of colors. Begin your fight and you will see a strangely colored opponent. This boxer is a good practice for any novice players.

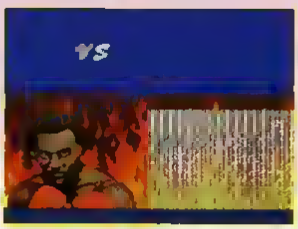
Robert Jugo
Las Vegas, NV



Choose the Chempionship mode on this screen.



Put in the password on this screen to get a weird boxer.



You will be fighting a strange infrered boxer with no picture.



This boxer is a good practice cheracter for novices.

STREET FIGHTER II

By Capcom

New 2 Player Boss Code

This new boss code is greatly improved, but you are going to need two peripherals instead of one with the Street Fighter II cartridge. You will have to have both a Game Genie and a Pro Action Replay unit. Take the Pro Action Repley and plug it into the top of the Game Genie. Now take the Street Fighter II cartridge and plug it in the top of the Pro Action Replay. With these three units stacked on top of each other, put them into the Super Nintendo and turn it on, making sure that the switch is in the up position on the Game Genie, and the switch on the side of the Pro Action Replay is centered. Now, the Game Genie code entry screen should come up. Enter these three lines of codes on this screen:

10A4-0767
DF80-AD64
46C6-6493

After this code is entered, press the START button. Next, you should heve access to the code entry screen on the Pro Action Replay unit. Enter these two lines of codes on the screen:

7E0C-D10_
7E0E-D10_

Now, the _ at the end of each line can be replaced by e number or letter corresponding to the boss you want to use.
A = Balrog, **B** = Vega, **9** = Sagat, and **8** = M. Bison. For example:

7E0C-D109
7E0E-D108

This means that Saget will be player 1 against M. Bison, who will be player 2. After you have entered your code with the chosen bosses, press the START button. The Street Fighter II logo will come up, and the screen will be blue. Take controller 1 and move the cursor to the VS. Battle Press START, and you will see the choice of the normal street fighters. Have both players 1 and 2 choose Ryu as their characters. Once this is done, the screen will change to the Hendicap and Stage Select screen. At this point, move the switch on the Pro Action Replay to the up position, and then back to the centered position. Choose your attack level and stege as normal. Now press START on controller 1. Your chosen bosses will be on the screen at the same time! Both players can control these bosses for a one round fight. You will notice that the colors of the bosses will be very dark end messed up. To clear this up a little, heve each player throw eech other. Since no one was really meant to play the bosses, it is very glitchy and with these codes, Ryu's moves are substituted in for the bosses. Try doing a Fireball, Dragon Punch, or Hurricane Kick to initiate some special moves. Certain moves will work, and others will not. For best results and to avoid some of the major glitches, take the following precautions:
1. Doing a fireball motion with Sagat is known to frequently glitch the game.
2. When using Balrog vs. Balrog, try not to throw each other. Since Balrog doesn't really have a throw move, it will heavily distort the graphics, and sometimes freeze the game.
3. Take a special precaution with the Game Genie, Pro Action Replay, and the Street Fighter II cartridge stacked on top of one another. They are very unstable. Movement or jarring of these within the Super Nintendo machine can and will cause a game to glitch, freeze, or totally black out the screen. Make sure you stabilize these units within the Super NES, especially when moving the switch on the Pro Action Replay.

All in all, these groups of codes work to make a two-player boss fighting fest, but there is no guarantee that doing this trick will not glitch out the game at any time. When a geme has glitched, you can try to RESET the Super NES and try again, but you might have to turn it off and start over. If you have any improvements on the boss code, send them in!

Anthony Sisneros
Dallas, TX



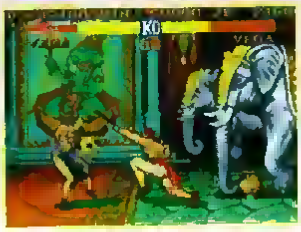








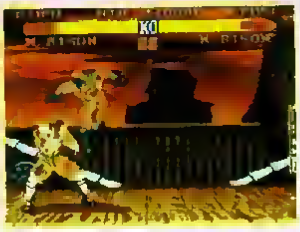
When the two Balrogs are fighting, try not to throw.



Now you can challenge your friends with the fastest fighter.



Try doing Ryu's movements to initiate the special moves.



The last and most powerful boss is now at your control!

DEATH VALLEY RALLY

By Sunsoft

Game Genie Codes

The Game Genie Codes provided are for some improvements on the game Death Valley Rally. Put in these codes at the Game Genie screen. Enter the code: **C2AC-346F** to get ***protection against most hits.*** Enter: **FD83-47DD** to ***jump a little higher than normal.*** To give the Road Runner the ultimate advantage, put in this code: **2320-C40F** for ***invincibility.*** Your cartoon character will lose all of his hits, but after the last light goes out, he will still be alive. Even if the Road Runner falls off a cliff, he won't die.

Mitch Feldman
Fountain Valley, CA



At the Game Genie title screen, put in the codes.



You will be partially protected and able to jump higher.



Put in the code to become invincible on this screen.



You can get hit multiple times and not die! What a code!

SUPER STAR WARS

By JVC

Game Genie Codes

These codes will only work if you have a Game Genie peripheral for your Super Nintendo. For Super Star Wars, enter this code for partial invincibility: **AFAC-34A7**. ***Only explosions, clawed creatures and end bosses can hurt you.*** Also, enter: **EEA8-34A7** for ***drastic color changes in your hero and most characters.***

Mark E. Jones
Michigantown, IN



Enter the code for partial invincibility on the screen.



You will be invulnerable to most hits from certain foes.



Put in the code for color changes on this screen.



You and your enemies will have drastic color differences.

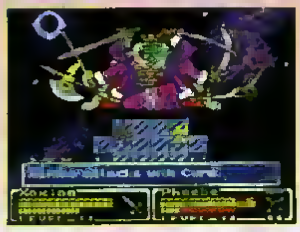
FINAL FANTASY MYSTIC QUEST

By Square Soft

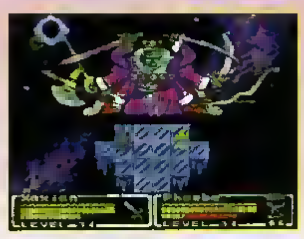
Defeat Dark King Easily

Here is a little known fact about the Dark King in the game Final Fantasy Mystic Quest. By trying to heal the Dark King, you will be able to actually damage him more than any weapon can. When you are faced with the Dark King, check through your inventory for a Cure spell. If you have one of these, take it and cast it on the Dark King. He will lose between 15,000 and 30,000 points of damage. If you have more than one of these, you can kill him easily. Don't do this with your secondary character, or you will heal him again!

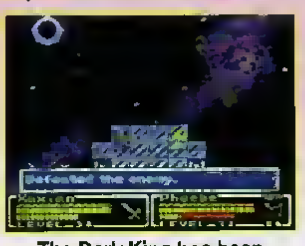
Michael Clarkson
Howe, IN



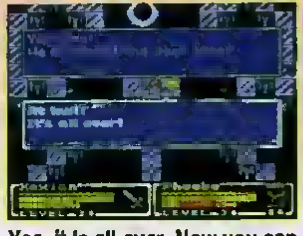
Don't attack. Just use your Cure spell on the Dark King.



This spell will do more damage than any weapon.



The Dark King has been defeated! Wow, that was easy!



Yes, it is all over. Now you can live happily ever after.

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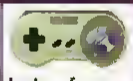
PUBLISHER	KONAMI
AVAILABLE	MAY
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	7+
% COMPLETE	95%

OPTIONS

There are 5 difficulty levels with different endings. You can also set your number of lives and configure the control to your liking. A sound test lets you check out the tunes.

CONTROLLER

Pad: Move, duck
Select: Item
Start: Pause
A: Use Item
B: Jump
X: Test tube
Y: Attack
R: Guard
L: Guard



Lots of moves and various combos. Good control of Batman and his weapon.

SUPER REVIEW

I was very impressed by the graphics and sounds in this cart. The characters are all drawn and animated. The music is gre[illegible] are just like the movie. The gameplay has a lot [illegible] technique and great control, but gets mildly repetitive. The driving scene is cool, but leaves more to be desired.

- Martin Alessi

85%

BATMAN RETURNS



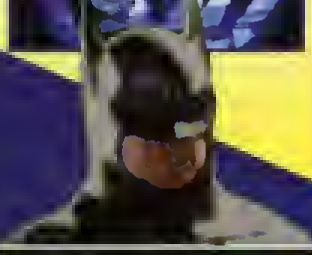












BAT POWER-UPS

When you fight in the streets, kick over garbage cans to uncover these.

ORANGE LOGO



Gain 200 points for each one.

GREY LOGO



Gain 100 points for each one.

TEST TUBE



A bomb that does a lot of damage.

SMALL HEART



Regain a small part of your health.

BIG HEART



Regain all of your lost energy.

MOVES OF CAPED CRUSADER

CHEST SPLASH



Jump and push down to do a flying attack.

BLOCK



Block from foes and reduce damage taken.

CAPE TWIRL



Hit jump and attack for a multi-directional hit.

SHOOT



Toss the Bat-a-rang to stun or kill enemies.

SWING



Swing at foes or across buildings with your line.

ATTACK

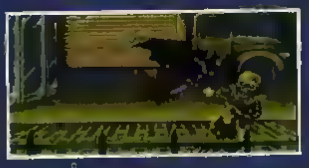


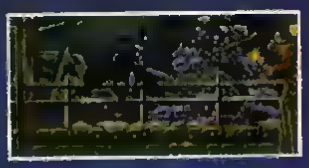
Punch, kick, or throw with the attack button.

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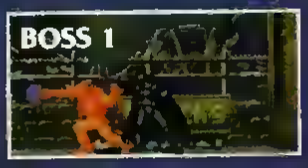
Ambush in Gotham Plaza

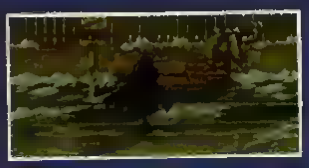
Trouble stirs in the dark city. Stroll the street as a renegade circus reaps mayhem. Fight and smash crazy clowns to help Salina from the grip of a "stunning" clown.

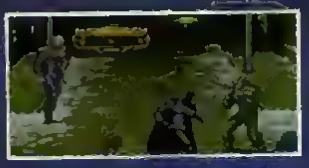


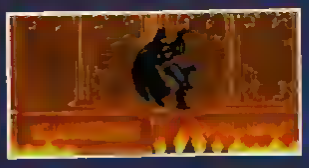


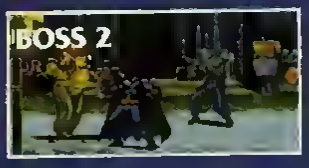






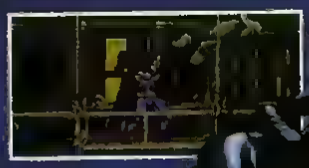






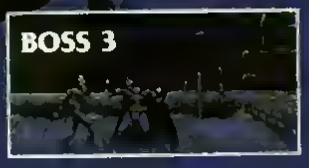
Battle in Gotham Streets

Fight through the Red Triangle gang of clowns to the slow but tough strongmen. You'll have to swing through buildings ablaze and walk the street while Catwoman is being born.



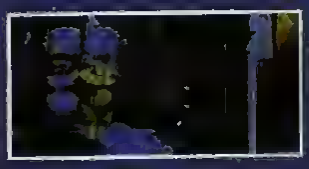


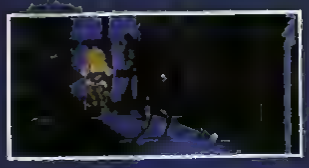


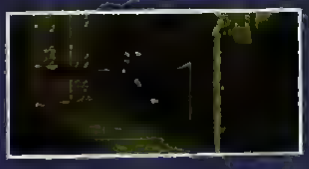


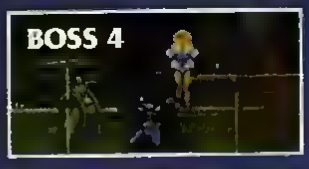
On the Prowl

Scale girders and ride a scaffold as the clowns continue to attack. You'll have to do some fast jumping and swinging to get aloof. At the end Catwomen will attack with fury and agility.









The Penguin's Trap

In the dark underground Penguin's men will continue their assault. Work your way to the end to find that the Cat and Penguin have joined forces with a frame-up in mind.

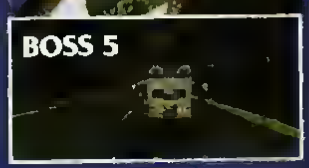




To the Batmobile

After being framed for the Ice Princess's death, Penguin takes control of Batman's car to wreck more havoc. Holed up in a large van, Penguin taunts him with a remote control.





SUPER NES

STORY

Gotham City is under attack from the Penguin and his henchmen. To make things worse, Catwoman is on the scene and adds to the mayhem. Fight it out with the Penguin and his Red Triangle Circus Gang.

GRAPHICS

MARTIN 92%
HOWARD 88%

Extremely detailed backgrounds and characters are found throughout the whole game.

AUDIO

MARTIN 90%
HOWARD 88%

The background music is taken straight from the movie and has great stereo effects.

GAME PLAY

MARTIN 83%
HOWARD 85%

Lots of moves and techniques keep the action going. Batmobile scenes add to the fun.

DIFFICULTY

MARTIN 81%
HOWARD 85%

There are 5 difficulty settings and enough variety to challenge the average player and the veteran.

SUPER REVIEW

The sights and sounds are right out of the movie. In fact, the game follows the movies to a tee. Plenty of techniques and moves to keep you busy, but the action may become repetitive. The game could have benefited from different enemies or more items to use. Yet, the challenge and adventure are there.

- Howard Grossman

86%



PUBLISHER	SEIKA
AVAILABLE	APRIL
THEME	ACTION
MEGABITS	13
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	13
% COMPLETE	80%

OPTIONS

There is only a one-player mode, but the controls can be customized for individual preference. You also have a total of three continues during one game.

CONTROLLER

Pad: Move & roll attack
Select:
Start:
A: Line
B: Jump
X: Beam
Y: Fire
R: Beam
L: Line



The control is incredibly good - very helpful for precision moves. Rapid fire is standard.

SUPER REVIEW

Super Turrican is one of the better side-scrolling shooters that I've seen in a long time. The graphics are very colorful and [illegible] a huge amount of detail in the background. Lots and lots of power-ups are welcome, as well as plenty of techniques. The game only has 4 levels, but each one is huge!

- Martin Alessi

84%

SUPER TURRICAN

SUPER WEAPONS: Power-Ups and degree of Power...



YELLOW BALL: Powers your weepon so your shots spray on impact! Good for shooting things in those hard-to-reach placea!



RED BALL: Gives your weapon e wide sprey of shots. Seves you the trouble of jumping in the air to hit some targetal



BLUE BALL: Collect this icon and you have concentretad firepowerl Allowa you to destroy enemles with one single shot!







... and where to find them!

The various power-ups can be tound in only one place: Invlaible steps concealed in the levela. However, these can be revealed either by shooting them with your weapon or hitting them with your ray beam. These containers will continuelly provide power-ups until you deatroy lhem, end it tekes three hits to do that - but be careful! Some of these hidden steps can be used as short cuts, too!



This container ia Invisible... until you uncover it by shooting it!



OTHER USES: Uae it as e help atep to jump and reach high areas, or destroy it for ell of its power-ups!



OTHER POWER-UPS and ITEMS:



SHIELD: Protects you from harm for a limited time. Anything that touches you will be harmed!



LINE: Fires a wall of destruction horizontally both ways! Only uae thasa in tight situations!



HEART: Replenish energy.



TURRICAN: Givea an extra life.

STANDARD ISSUE:

BEAM: You are armed with a freeze rey that cen shoot in any direction, temporarily freezing enemles! You can stand still and rotate it 360°!



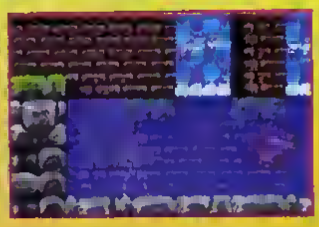


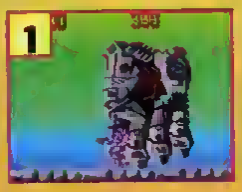
ROLL: Press DOWN end JUMP simultaneously, and you can roll and remein invincible! However, energy la limited to perform this move!

LEVEL 1: ON THE SURFACE OF THE DEADLY PLANET

There are four areas here and two bosses! The action switches from the surface to the inside of a volcano! Also look for pools of water - they contain deadly fish but hidden, essential power-ups! Also watch for lightning and strong wind blasts!



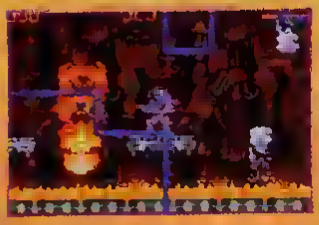




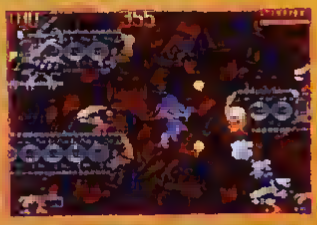


BOSSES: There are two bosses you must destroy: 1) This giant hand hovers above you, then comes smashing down! Roll beneath it, then hit it with a jump shot! 2) Jump to shoot the robot in the head as he makes rocks fall from above! Also watch for his shooting laser!

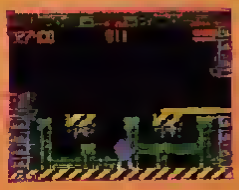
LEVEL 2: THE INNER WORKINGS OF THE MACHINE

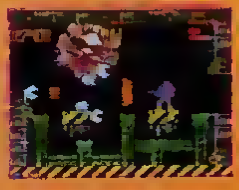


Leaky, flaming steam pipes, bottomless pits, closing walls, and an army of opponents are only a few of the challenges of this level! This level also requires jumping skills as well! Several treadmills will push you toward destruction!

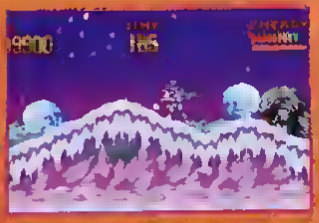


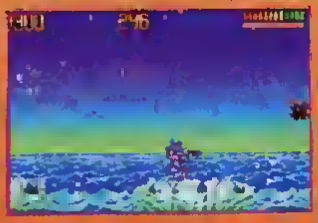
BOSS: At the end of the level, you will be locked in a room. Three lasers will fire at you from both sides! Take the bottom one out, then work your way up! When all three are destroyed, a giant head will appear that gets bigger! When it rolls, it will shoot, so hide under the left platform!



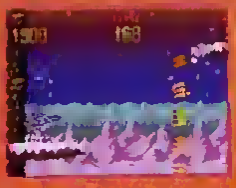


LEVEL 3: THE COLDER IT GETS, THE HARDER IT GETS!

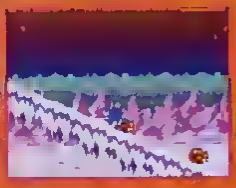




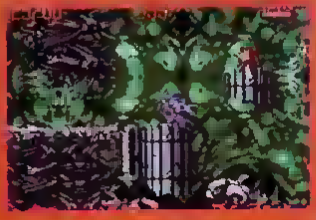
Out of the machine and into the cold! Giant furred beasts will push giant snowballs at you to knock you into the water! Your jumping skills will also be put to the test: do not stay on the floating ice too long - they will sink if you do!



BOSS: Take a break - there isn't one! However, you must climb the tree! The key is watching the gusts of wind - jump when the blowing snow turns upward. This will add height to your jump! When you reach the top, jump on the ledge to the right and roll down to the end!



LEVEL 4: IS THIS THE END?



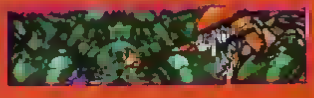
The last battle is in the "heart" of the enemy! Watch for pods that launch facehuggers that will grab onto you and drain energy until you throw them off! In the next section you must jump from area to area with forced scrolling!



Facehuggers: Grab your face and suck energy!



FINAL BOSS: Here is a peek at the last boss!



SUPER NES

STORY

The brave U.S.S. Freedom Forces on board the Avalon 1 are responding to a call for help from a recently enslaved planet! Wearing a Turrican Assault Outfit, you must battle through 13 intense levels of enemies!

GRAPHICS

MARTIN 82%
HOWARD 89%

Excellent parallax and multi-scrolling with sharp backgrounds give this game true 3-D feeling.

AUDIO

MARTIN 85%
HOWARD 91%

Sound effects and especially the music (in surround where available) really add to the play!

GAME PLAY

MARTIN 91%
HOWARD 89%

Plenty of power-ups, but the ray takes a bit of getting used to. The roll attack is a nice touch.

DIFFICULTY

MARTIN 87%
HOWARD 85%

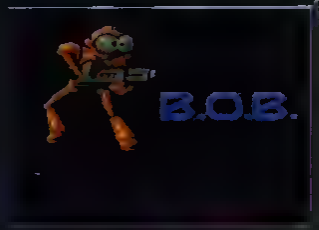
You can select the difficulty: Easy, Normal, or Hard. Veterans of this kind of game will love it.

SUPER REVIEW

All things considered, Contra III has been dethroned and replaced by Super Turrican! Tons of power-ups are probably [illegible] 89% [illegible] sound effects are also exceptional. Add the special roll attack and freeze gun, and you got action!

- Howard Grossman

SUPER NES SUPER FILE



PUBLISHER	ELECTRONIC ARTS
AVAILABLE	NOW
THEME	ACTION
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	8
% COMPLETE	100%

OPTIONS

The only option available is the continue screen in which you can input a password obtained from the game. This is a valuable option because the game is very long.

CONTROLLER

Pad: Move, Crouch
Select: None
Start: Pause
A: Punch
B: Jump
X: Use gadget
Y: Shoot
R: G. Select
L: W. Select



The best thing about the controls is the ability to choose weapons and gadgets during play.

SUPER REVIEW

B.O.B is a very original action cart. The six power-ups and six special items that you can locate are cool. The g[illegible] animate w[illegible] This would real[illegible] silver but won't annoy after long periods of play either. The game is very challenging and the password is needed.

- Martin Alessi

78%

WACKY WEAPONS



GADGET GOODIES



GET ME SOME ACTION BEFORE I FALL ASLEEP!

Remeber to keep B O.B. from standing around too long or he'll fall asleep on you.



B.O.B.

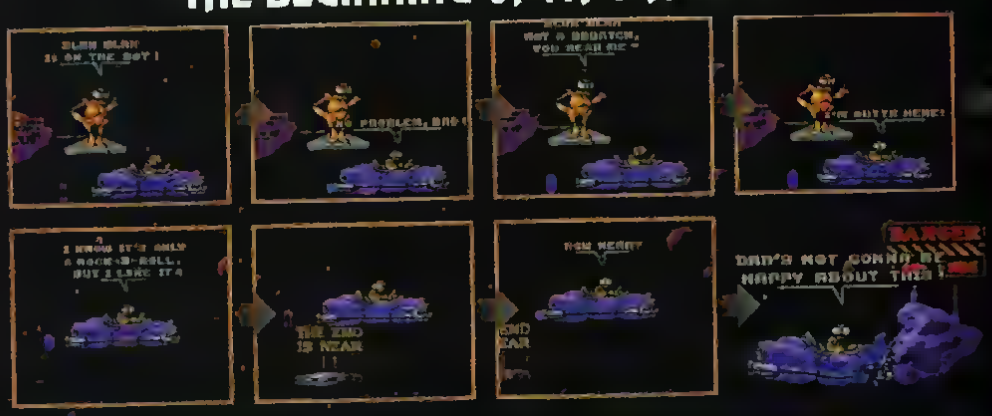


OUCH, MAN, THAT HURTS!

Whenever B.O.B. gets into an unfortunate accident, you'll notice that he has several ways to get hurt. Below are a few of his comical misfortunes.



THE BEGINNING OF MY TROUBLES

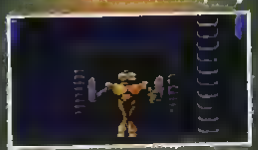


THESE MAKE LIFE EASIER!

B.O.B. isn't without help. Find these icons to help you through the levels.

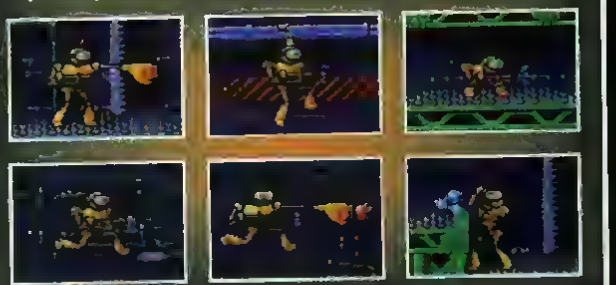
FULL HEALTH
Gives you full power gauge.

1-UP
Gives another chance to play.



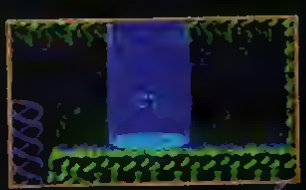
RECHARGER
Stand in this area for a power recharge.

HERE ARE SOME COOL MOVES

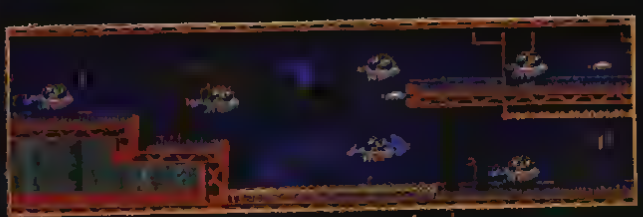




Pause the game and you can switch B.O.B.'s weapons.



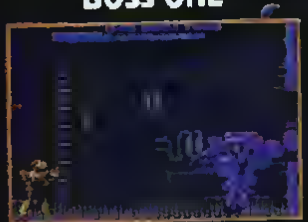
After clearing a level, you'll be warped to the next area.



Help B.O.B. pilot a mini spaceship through twisting corridors in one of the levels. Be careful not to touch the energy beams that deplete the ship's power. Hi-ho and away!

UGLY THINGS THAT JUST GET IN THE WAY!

BOSS ONE



Get here with a lot of homing rockets and blast this fire-breather. Avoid his missiles!

BOSS TWO - HEINOUS, ISN'T HE?



This slug boss drops green glob creatures from its orephuses which you must destroy. The head then aftsocks from side to side spraying deadly maggots. You must be quick and nimble here!

SUPER NES

STORY

While on his way to pick up a date, B.O.B. runs into an asteroid, totaling his car and leaving him stranded on an unfamiliar planet. B.O.B. must find a way off the planet so as not to give the wrong impression on his date.

GRAPHICS

MARTIN 75%
HOWARD 79%

Cute robots and enemies fill the space station backgrounds. Darkness adds to the space effect.

AUDIO

MARTIN 72%
HOWARD

Music and sounds fill each level in a very similar tone. Catchy but it may seem too familiar.

GAME PLAY

MARTIN 81%
HOWARD 88%

Six weapons and special items add to the game play along with ducks, jumps and crouches.

DIFFICULTY

MARTIN 53%
HOWARD 75%

A good challenge to keep you busy. Once the control is mastered, the fun really begins.

SUPER REVIEW

Both backgrounds and character graphics are cute and crisp. The sound could use a little boost but it holds its own. However, it loses a few points because of the special items [illegible] attention high during long corridors. The control also takes a bit getting used to but overall it's worth the trip.

- Howard Grossman

76%



PUBLISHER	HI-TECH
AVAILABLE	MARCH
THEME	ACTION
MEGABITS	4
PLAYERS	1 OR 2
DIFFICULTY	EASY
LEVELS	12
% COMPLETE	95%

OPTIONS

From the star-up screen there are no extra options. The only choice you have when the game is loaded is whether to play a one- or two-player alternating game.

CONTROLLER

Pad: Walk and Duck
Select: N/A
Start: Pause
A: Throw
B: Jump
X: Throw
Y: Throw
R: N/A
L: N/A



Overall the control is fine with a decent feel but less complex than other games.

SUPER REVIEW

This is not the best exemple of 16-Bit technology at work. The theme had great potential to be an action-packed hi[illegible] enough to get your attention. The graphics with little animation, repetitive music and sounds, and uneventful game play. It is way too simple and even too easy for the younger players.

52%

- Martin Alessi

TOM & JERRY™

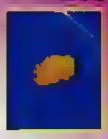
CHEESY ICONS & POWER-UPS

CHEESE BITS



Collect them all and earn big points at the end of each area.

BIG CHEESE



Replenish one heart on your life meter with a max. of four.

THROWING PEAS



Earn ten extra peas when you pick this up for a max. of 99.

1-UP



Tricky to obtain, but well worth it. This will give you an extra life.

MOUSY MOVES



DUCK
Avoid shots and enemies.



SHOOT
Hit foes with deadly peas.



JUMP
Land on foes & obstacles.



DOUBLE JUMP
Jump twice to go high.

STARRING YOUR PALS JERRY AND NIBBLES



Play a two-player game as Nibbles, Jerry's cousin.







Tom & Jerry are trademarks of Turner Entertainment Co., ©1992.

LEVEL 1
THE THEATER

This first level is made with a theater theme. It starts off easy for you to get the moves and timing down. Practice the double jump to reach high points and leap farther. Also make sure to stock up on peas whenever possible. Jump on most enemies repeatedly for multiple hits or use a pea to take out all foes with a single shot.



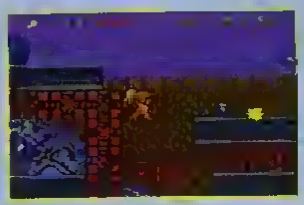
Weird monsters challenge you in the projector.



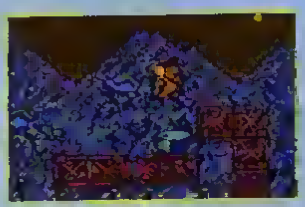
Race down the aisle on your sled, jumping gum and foes.



Jump high and shoot twice in the air. Watch out for sandbags!



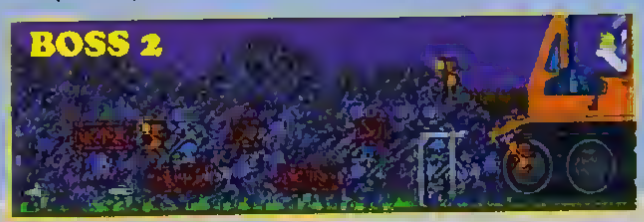
Watch out for platforms that drop when you touch them.



Timing is critical to avoid enemies and dangers.

LEVEL 2
THE JUNK YARD

This level takes place in the junk yard with mounds of trash and buildings under construction. Jump fast from beam to beam. Many of them fall as soon as you touch them and must be leapt from fast. The levels go high in the air and a fall can be fatal. Try to land on a tire and it will take you to the top or provide a soft place to land. Tom awaits you.



Stand on the pipe platform and fire, but watch the magnet!



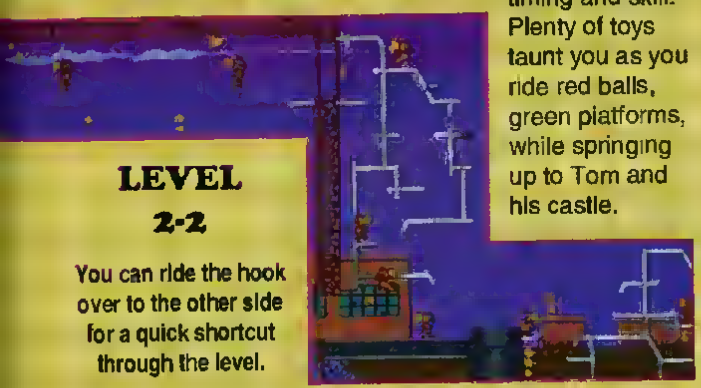
There are several moving platforms and tricky springs

LEVEL 3
THE BLOCKS

Jump and spring through three levels of block mania. Many moving platforms and spring boards take timing and skill. Plenty of toys taunt you as you ride red balls, green platforms, while springing up to Tom and his castle.

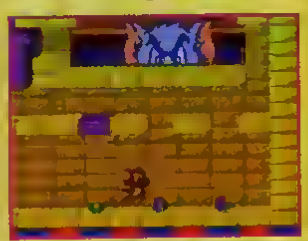


Jump on the big balls to get a lift: timing is critical.



LEVEL 2-2

You can ride the hook over to the other side for a quick shortcut through the level.



BOSS 3

Press the buttons to guide the bombs so they explode near Tom's head.

SUPER NES

STORY

Based on the classic cartoon, this is a typical game of cat and mouse. As either Jerry or Nibbles you strive to get rid of the hair-brained Tom. But Tom is persistent and will chase you through many weird places.

GRAPHICS

MARTIN 61%
HOWARD 56%

Graphics are solid but less complex and colorful than might be expected on the Super NES.

AUDIO

MARTIN 44%
HOWARD 41%

Sounds are present on all areas with a theme song associated with each level type.

GAME PLAY

MARTIN 45%
HOWARD 47%

Moves are a straightforward press of the button with the addition of the timing for a double jump.

DIFFICULTY

MARTIN 48%
HOWARD 42%

Some timing techniques on platforms and springs are tricky, but overall the game difficulty is easy.

SUPER REVIEW

With a big license like Tom and Jerry, you'd expect the hilarity associated with the cartoon. However, that element of the [illegible] due to the small cart size. The game has some timing challenges, yet the overall game play and experience is more suitable to a less experienced player.

- Howard Grossman

49%



PUBLISHER	KONAMI
AVAILABLE	MARCH
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	11
% COMPLETE	95%

OPTIONS

At start-up there is both a password option and a configuration screen. Also in this menu is the ability to change difficulty, control setup, sound output and a sound test.

CONTROLLER

Pad: Trot, Duck, Etc.
Select: N/A
Start: Pause
A: Jump
B: Jump
X: Kick
Y: Kick
R: Dash
L: Dash



Control is very responsive and precise, which enhances the overall game play.

SUPER REVIEW

Tiny Toons is one of the more enjoyable carts that I've played this month. The graphics are really great and the animations are cute. The music is just impressive with lots of instruments and good tunes. The game play is loaded with techniques and is lots of fun. The game is a little easy and ends in one sitting.

– Martin Alessi

86%

HAVE BUSTER BUST A MOVE



DASH & FLIP ATTACK
Check Buster's animated attack and dash that climbs walls.







BUSTER BUSTS LOOSE



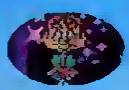
ALSO STARRING



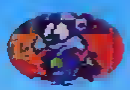
ARNOLD



CALAMITY



ELMYRA



FURBALL



GO GO



HAMPTON



M. MAX



PLUCKY

POWER-UP ICONS



STAR
100 = 1-up



CRYSTAL CARROT
Add 1 to dash meter.



SILVER CARROT
Add 1 to dash meter.



GOLD CARROT
Fills life meter.



CRYSTAL GOGO
Kills all enemies.



SILVER GOGO
Fills dash meter.



GOLD GOGO
Become invincible.

BONUS GAMES FOR FUN AND 1-UPS



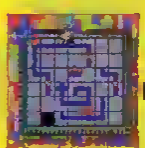
After each level you get to spin the wheel and play a bonus game for fun and multiple 1-ups.



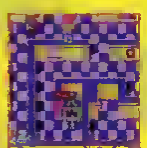
SQUASH
Hit the ball 15 times and try to hit your pals.



WEIGHT GUESS
Outweigh your opponent on the other side.



MAKE PATH
Make a path for Hampton to cross to get the apples.



MAZE
Avoid characters while freeing your friends.



BINGO
You have 7 balls to complete a row of characters.

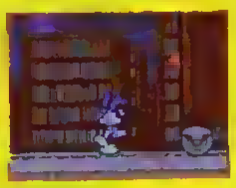
The TINY TOON ADVENTURES name, characters, character names and all indicia are trademarks of Warner Bros. Inc. ©1994

1: LOONIVERSITY

The school house is being overrun by mice, frogs and crabs. Run through the halls, cafeteria and library to get to Dizzy and his out-of-control appetite. Watch out for the escaped creatures and be sure to feed Dizzy until he's full.





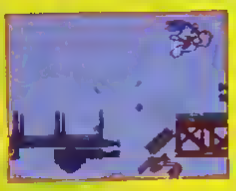


2: WESTERN MOVIE

Set in the Old West, you are a law-abiding bunny set to stop Montanna Max, who robbed the bank. You must make it past coyote cowboys, bouncing barrels and even a speeding train. Take on the crazy conductor and escape!



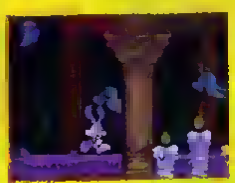


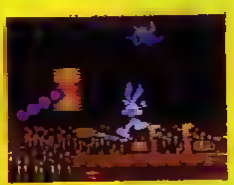


3: SPOOK MANSION

This haunted house is full of ghosts and monsters to put a good fright into you. Timing and technique will be critical when jumping on springboards and hammers. Help Babs free her friend from the scientist's mind control device.





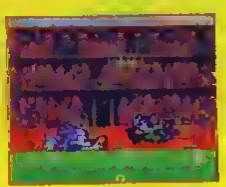


4: STADIUM

Gimme a B, Gimme a U, Gimme an S, Gimme a T, Gimme an E, Gimme an R: Go Buster! Your team is down by one touchdown with possession of the ball. This will be your last chance to win the game and become a hero!







5: BALLOON RIDE

Up, up and away as you jump bubbles and balloons on your way up. Calamity Coyote lost something in the clouds, and you try to retrieve it. Later you'll play a little pinball and run for your life as the place falls apart.





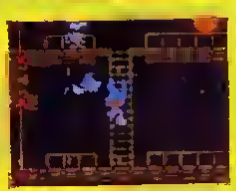


6: SPACE OPERA

Taken from a famous flick, you must save Princess Babs from the evil Duck Vader. There are plenty of obstacles to bar your way like relentless droids, space balls and laser cannons. The final confrontation is with Vader and his ray.







SUPER NES

STORY

The game is composed of a set of six different stories, each acting like a separate cartoon short. The six episodes are unrelated but sometimes take creative license with movies like Star Wars and Back to the Future.

GRAPHICS

MARTIN 89%
HOWARD 91%

Colorful cartoons and animation reproduce the young Loony characters with great detail.

AUDIO

MARTIN 84%
HOWARD 89%

Each level has a unique theme with a catchy "toon." Sound effects are also topnotch.

GAME PLAY

MARTIN 92%
HOWARD 87%

The dash and fully animated flip attack add a nice bunch of moves that respond well on demand.

DIFFICULTY

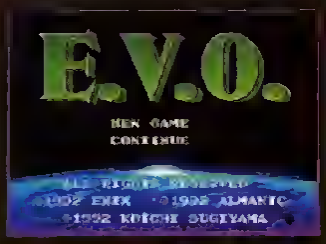
MARTIN 79%
HOWARD 90%

With multiple levels of difficulty, there is a challenge for everyone of different skill levels.

SUPER REVIEW

The cuties of the new Loony Toon generations score a hit with smooth animation and crisp colorful graphics. There is plenty of [illegible] with dash and jumping combos to keep you busy and addicted. Also, the parodies on movie scenes give it that touch that has made these characters timeless.

- Howard Grossman



E.V.O.

PUBLISHER	ENIX
AVAILABLE	MARCH
THEME	ADVENTURE
MEGABITS	12
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	5
% COMPLETE	75%

OPTIONS

There is a save game option in the game but there are no options at start-up. The only choices are to continue a previously saved gamed or to start a new quest

CONTROLLER

Pad: Move and Dash
Select: Menu
Start: Pause
A: N/A
B: Jump
X: Eat
Y: Bite/Abort
R: N/A
L: N/A



Movements and attacks are easily handled by a good game control with a sound feel.

SUPER REVIEW

This is an original effort with a totally new concept in role playing. The graphics are good although most of the creatures are pretty cute. The music is decent but repeats itself. The game play has a lot of neat options but building up your creature is repetitive and boring. RPG fans may like its uniqueness.

- Martin Alessi

73%



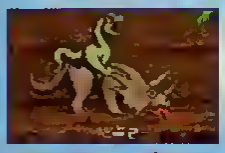
VITAL POWER-UPS AND POWER MOVES

MEAT



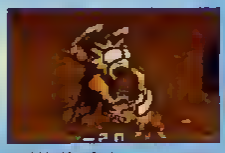
The "meat" adds HP and evo points.

JUMP



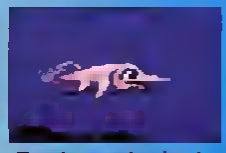
Jump in the air and land on their backs.

BITE



Walk right up and show 'em your teeth.

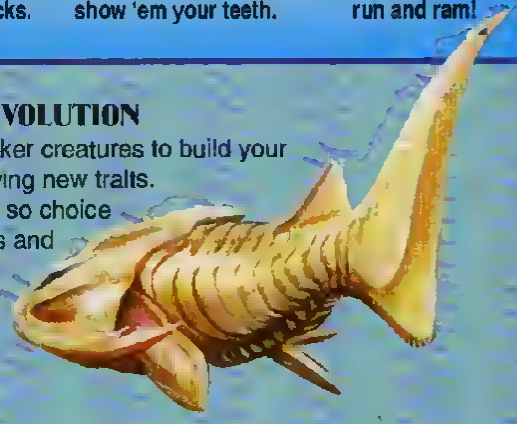
RAM



Tap forward twice to run and ram!

THE ART OF EVOLUTION

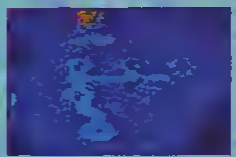
During all stages you must prey on weaker creatures to build your evo points so that you can adapt by buying new traits. Each trait adds or subtracts from others so choice is very critical. Only when your hit points and traits are high enough can you take on the boss at the end of each level. You can't afford to show any mercy, for only the strong and smart will survive and continue to evolve.



TIME FRAME: 5,000,000 - 4,500,000 BC

At the bottom of the ecological scale you start out as a fish. You must pass through eight underwater levels, increasing your evo points so that you will have a chance against a vicious shark that will mark the end of your sea life.

MAP





Wait for him to charge, then bite.

EVOLUTION: From simple fish to master of the sea.



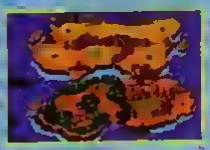
UNDERWATER POWER-UPS AND PREDATORS



TIME FRAME: 3,000,000 - 2,300,000 BC

As you work your way up to an amphibian, you will pass between water and land, changing form when necessary. Now, that you've evolved to a land-bound creature, it's up to you to further your progress to a completely land-bound reptile.

MAP





Jump and bite, but avoid the stinger.

EVOLUTION: From fish to amphibian and beyond.



OVERWORLD POWER-UPS, PREDATORS AND FISH



TIME FRAME: 2,000,000 - 6,500 BC

You've worked your way up to a full-fledged land-bound dinosaur. Don't take any mercy on your fellow creatures because we all know the dinosaurs didn't last forever and that man will surely come to conquer. Keep on progressing to become a full mammal.

MAP





Play leap frog and jump on its back.

EVOLUTION: Go through dinos while becoming a mammal.



OVERWORLD POWER-UPS, PREDATORS AND DINOSAURS



MORE CHALLENGES STILL AWAIT YOU

MAP



FURTHER EVOLUTIONS FROM MAMMAL TO ???



Can you find the strength to reach the advanced evolution of a human? Only time will tell if you have the traits and wits.



Ride the elevators on your quest.



Can you advance past the primates?



Teleport through a brick labyrinth.



Is this confrontation with primitive man?

SUPER NES

STORY

Everyone is familiar with the theory of Evolution. The concept of adaptation plays a big role as you build points to obtain traits for future survival. Follow one creature's struggle through time and trials to "advance".

GRAPHICS

MARTIN 80%
HOWARD 83%

Graphics are clear and crisp as several regions and animal type are displayed in full color.

AUDIO

MARTIN 71%
HOWARD 66%

The music is somewhat simple, yet appropriate. Sound effects have a lesser impact.

GAME PLAY

MARTIN 78%
HOWARD 90%

Build and balance traits while mastering the techniques of newly acquired attributes. In a word, fun!

DIFFICULTY

MARTIN 73%
HOWARD 81%

An average difficulty, with a large task made possible through the multiple save game option.

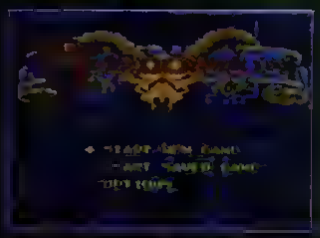
SUPER REVIEW

This is a fun game that will appeal to RPG and adventure game fans. Some people may find the time to build traits and [illegible] as well as each new life-form comes about by your hand. This game is packed with possibilities.

- Howerd Grossmann

83%

SUPER NES SUPER FILE



PUBLISHER	DATA EAST
AVAILABLE	APRIL
THEME	ADVENTURE
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	6
% COMPLETE	90%

OPTIONS

The options menu lets you select from controller configuration and sound output. There is also an option to play a one of two saved games or start a new adventure.

CONTROLLER

Pad: Move guy & pointer
Select: N/A
Start: Status
A: Shoot
B: Pointer
X: Spell
Y: Stat./Inv.
R: Pointer
L: Pointer



Without a mouse, pointer and character control are as good as can be expected

SUPER REVIEW

Shadowrun has a few really good moments, but left me overall unimpressed. The graphics are average, lacking any real detail. The options also weak although some of the sound effects are remarkably cool. The game play has a lot of options and the quest is very long and difficult but not very exciting.

- Martin Alessi

68%

SHADOWRUN

So the story goes.... In the year 2050 times have changed. Magic is back with a vengeance and the Megacorps control the civilized world. A few people live in the shadows, or on the streets filled with cyberpunks and shaman. This game comes from the popular RPG of the same name and parallels the story and atmosphere of a desolate and desperate world.

ARCHTYPES



Elven Decker
Jacks the Matrix for fun and profit.



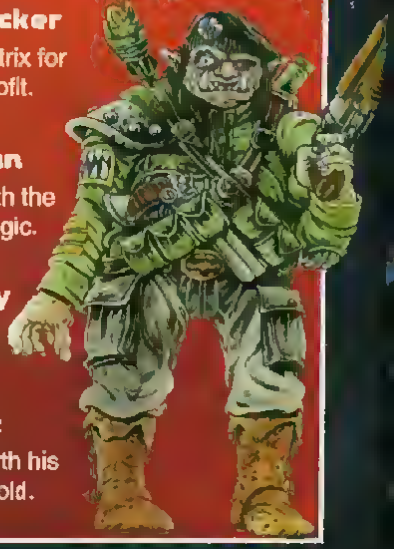
Shaman
He is one with the ancient's magic.



Mercenary
Follows the money.

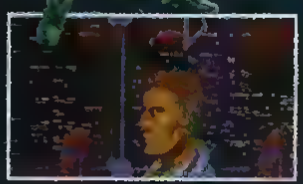


Dwarf
Short but worth his weight in gold.

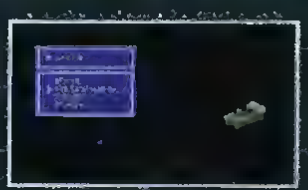


RPG FEATURES AND INTERACTION

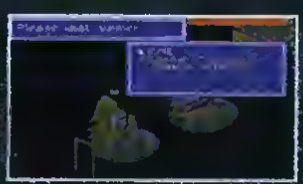




Ride the mono-rail and watch a movie of yourself.



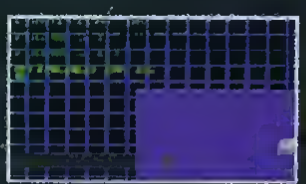
Hop in bed to both save the game and use your karma.



The vid phone provides more character interaction.



Once the target is locked it will follow them everywhere.

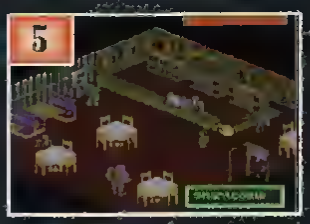


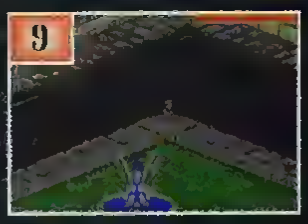
The matrix contains info.. and info is power!

STRATEGY GUIDE FOR SURVIVAL

1) When you "wake" up in the morgue check the slab, table and fridge for the note, scalpel and patch. **2)** On the streets follow the decker till he is blown awey, grab his gun and use it on the orc. Once deed, check the orc's body for his leether jacket. **3)** Stert your seerch in the business district, where you must check several rooms. Find the body of your boss and check him for the key to your epartment. **4)** Use the lound key on your door (ept #6). Check your phone calls for some clues and pick up the money, note, end sun glasses. From the clues stop at Glutmen's office and get the cyber-deck to jack into the matrix later in the game. **5)** Your next stop should be the Grim Reaper tavern. Buy a patron a drink and leern about some guy with tickets who got geeked by the cops. **6)** Use this into to find your wey to the slums and buy e badge from a black market shadowrunner. **7)** Use the badge end the shades to impersonate a cop and high tail it to the morgue to check over the dead ticket scalper. Get all the files and the goods. **8)** Make a run to the cemetery and use the scalpel to open e tomb. When you find e weak Sheman, use the patch end be sure to get the fetish from him. **9)** On the way to The Club be sure to open the gate to free the dog as you leam from e hound in the alley. The dog is your totem and will later grant you magic. **10)** At the club give the bouncer the tickets and talk to Glutman, he will hide you till the heat goes down but it isn't a party he'll hide you at. **11)** In the caryards, you must enter the area and fight for money if you can't afford to pay King the price to leave. **12)** Now you can explore the mono-rail and travel eround town. However, a simple exam will reveal thet you have e cortex bomb in your head that is ticking away. Will you ever figure out who tried to geek you and why?!

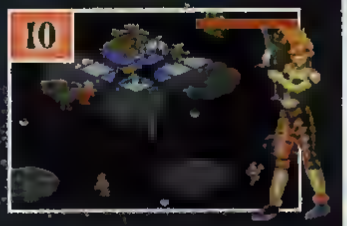








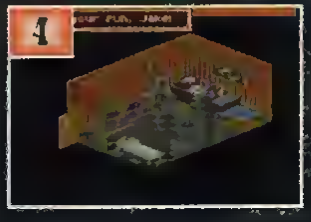


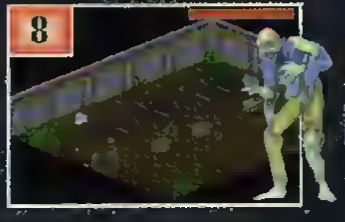














SUPER NES

STORY

Based on the popular Shedowrun RPG board game, you play a hired runner in the year 2050. In these times Megacorp owns everything including the military. You are a shadowrunner who delivers between the law.

GRAPHICS

MARTIN 66%
HOWARD 71%

Graphics are dark as is the mood of cyberpunk. Not much detail is given to specific items.

AUDIO

MARTIN 67%
HOWARD 60%

Sound effects are somewhat weak but the music really makes the atmosphere complete.

GAME PLAY

MARTIN 75%
HOWARD 83%

A good inquiry system and lock on shooting make game play good for a Super NES-type RPG.

DIFFICULTY

MARTIN 81%
HOWARD 85%

The difficulty represents a good challenge to adventure game fans. Plenty of RPG-style challenges.

SUPER REVIEW

Fans of cyberpunk and Shadowrun types of games will find plenty of aspects to explore, like the matrix. This is the type of game you either like or just don't like. As an adventure fan I found it decent but lacking the graphics and sounds that the imagery of the board game or, good computer version, generate.

-Howard Grosaman

74%



PUBLISHER	ACTIVISION
AVAILABLE	NOW
THEME	ACTION
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	8
% COMPLETE	100%

OPTIONS

You can play a full mission or go to the practice mode if you just want to fight with a fully equipped mech. You can also save and load previous games with the battery backup.

CONTROLLER

Pad: Walk, move sight
Select: N/U
Start: Pause
A: Jets
B: Fire
X: Overhead
Y: Cursor
R: Weapon U
L: Weapon D



The control is awkward at first, but you get used to it. Poor responsiveness.

SUPER REVIEW

I was really disappointed by this cart. The theme was promising, but the execution of the game play and play control really hurts this type of game. The practice mode is a good option, but there is only one base to defend and that's it. The enemy mechs are choppy and the effort falls short in all areas.

- Martin Alessi

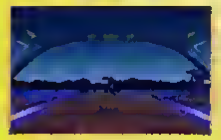
46%

MECHWARRIOR

MECH WEAPON STATS AND PRICES

WEAPON	BUY	SELL	HEAT	DAMAGE	WEIGHT
Machine Gun	$35,000	$17,000	0 °C	2	1 tons
Small Laser	$40,000	$20,000	1 °C	3	0.5 tons
Medium Laser	$62,000	$31,000	3 °C	6	1 tons
Large Laser	$84,000	$42,000	8 °C	8	5 tons
Particle Cannon	$105,000	$57,000	10 °C	10	7 tons
SR Missile	$42,000	$21,000	2 °C	3	3 tons
SR Homing Missile	$51,000	$25,000	2 °C	3	4 tons
MR Missile	$65,000	$32,000	3 °C	4	4 tons
MR Homing Missile	472,000	$36000	3 °C	4	5 tons
LR Missile	$83,000	$61,000	4 °C	8	5 tons
LR Homing Missile	120,000	$60,000	4 °C	6	6 tons

LASER



Powerful and effective!

M. GUN



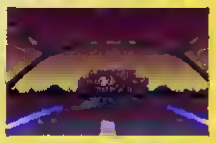
Weak, but cheap and very light.

MISSILE



Seeks out the enemy's weak point.

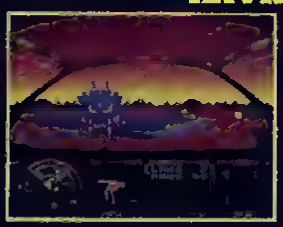
PRT. CANNON



Most powerful weapon!

TOUGH TERRAINS TO TRAVERSE!

LAVA



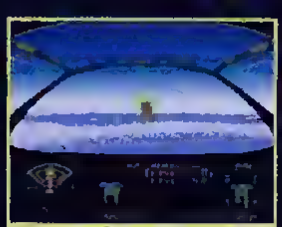
The lava areas are characteristic of an extremely high temperature like 120 degrees, with gravity around 3.4.

DESERT



The desert regions have moderate temperatures around 80 degrees. Also, the gravity is close to average at 2.2.

ICE

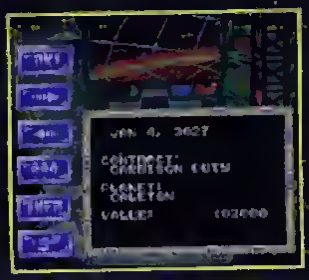


Ice areas are on the opposite end of the lava areas with temperatures around -55 degrees. Gravity is very low, around .7.

ENEMY BASE



Somewhat cooler, the temperatures here range around 32 degrees. Gravity stays close to the norm at around 2.8.



Mission Screen

This is where you can eave a game or prepere for a mission. You can get info on the mission end even barter for the price you want for your services. There are several missions to choose from but one follows the story more than the others.



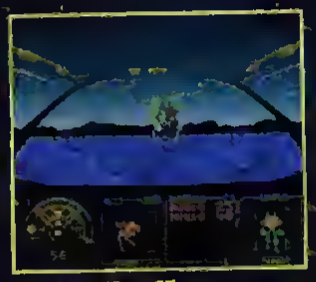
MAIN SCREEN

This is the main screen where you can enter each of the option screens: Conversation, Mission, Bettle, and Mech.



Converse Screen

In the cantina you get info from several sources. The bubble is the bartender and other locals help you while the visephone connects you to Lanna or Roden, your main contacts. The news bulletin will help you choose the right mission.

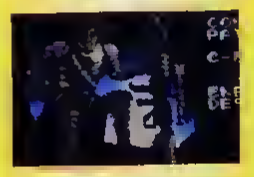


Battle Screen

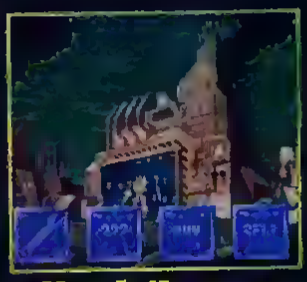
This is the mission screen where you do all the fighting. The cockpit is complete with e status of your mech and the enemies. There ere several missions to be completed, from destroying enemies to protecting bases and locating objects.

COOL CINEMA SCENES









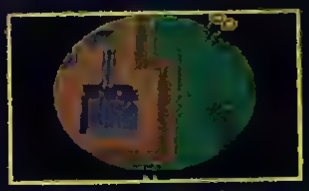
Mech Screen

From here you can choose to buy, sell, upgrade or repair your mechs. In the upgrade screen you can choose from engines, weapons, ermors, jets and several other options. Buy new and better mechs when you earn enough money.



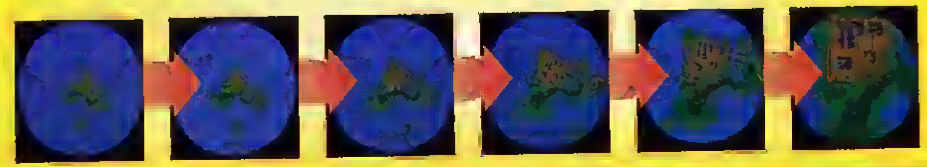
Combat Control

A. Activates jets to fly.
B. Fires selected weapon.
X. Changes view.
Y. Targets mech.
L,R. Switch weapons.



Alternate from cockpit to top view to get the big picture.

SUPER SCALING EFFECTS VIA MODE 7



SUPER NES

STORY

It has taken you ten yaars to develop the skills in mech fighting so that you can face the Drak Wing Lanca. The renagade mercenary that killed your family all thosa years ago is now at tha top of your hit list.

GRAPHICS

MARTIN 62%
HOWARD 55%

All landscapes ara done in Mode 7 and scale and rotate smoothly. The mechs are poorly drawn.

AUDIO

MARTIN 88%
HOWARD 50%

Whila there is a variety of sound affects, the background music is very repetitive and dull.

GAME PLAY

MARTIN 41%
HOWARD 42%

There are many options, but the lack of control hinders the enjoyment of the robotic warfare.

DIFFICULTY

MARTIN 62%
HOWARD 65%

The gama proves to be challenging, but the lack of control and poor game play are the reasons.

SUPER REVIEW

This game simply suffers from a poor delivery of a good theme. The famous Battle Tech games are an example of the cockpit type game done well. Weak control and lack of detail hurt this game. The story is a bit dull and doasn't help to support the action during the gama. Good attempt but it remains a miss.

42%

- Howard Grossman

SUPER NES REVIEWS

NATSUME
POCKY & ROCKY

DIFFICULTY	THEME	MEGABITS
MODERATE	ACTION	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
6	1 OR 2	MAY



The Nopino Goblins are making trouble as they become restless again! Young Pocky, who put down a rebellion by the Nopinos years earlier, takes on the task again. However, this time there is a force of tremendous evil behind the uprising - and she needs help! Luckily, Rocky, the raccoon, is there to help. Join Pocky & Rocky for intense two-player shooting and blocking action!

GUY

This game is an absolute blast to play! What other greet ection game can you find where you can block any attack the enemy throws at you? The music is very good with a slight oriental flair to it. The graphics and backgrounds are drawn very well and the animation is very smooth. This game is even better with two players!

85%

DUDE

Pocky & Rocky is one of the best carts that I've played in a long time. The graphics are cute and well animated. The music and sounds are really good. The best thing about this cart is the super game play. A shooter with offensive and defensive techniques is totally cool. The two-pleyer mode is a blest with only slight slowdown.

92%

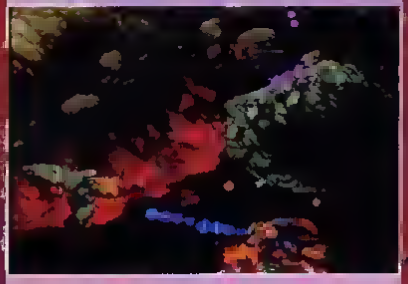
SAM RYE

This cart just goes! Whether you play one player or have a friend join in for tag team action, this game plays like an ac... Each fighter has a unique special attack and bomb along with different weapons to choose from. Beautiful oriental looking graphics and cool sounds compliment this fun an intense cart.

92%

KONAMI
CYBERNATOR

DIFFICULTY	THEME	MEGABITS
MODERATE	ACTION	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
7	1	NOW



Jake, drafted into the Marine Corps when he was 22, never really ended his service: upon his discharge from training, a war began over sparse tossil fuels remaining on the earth. Time to put those skills to use! Controlling a giant robot, a Cybernator, you are armed with a machine gun and a shield - but that is just the beginning: there are many other weapons to be acquired!

GUY

This is one game I was really looking forward to and I wasn't let down. The action is nonstop with a lot of variation in the missions. The weapons were plenty powerful but a little more variety, or even something completely new, would have really helped. As it is, it's a solid game with tons of things to shoot at!

87%

DUDE

Konami has produced yet another topnotch Super NES title! The graphics are phenomenal, with lots of detail in the backgrounds and sprites. The audio is just as impressive with great music and explosive sound effects. The game play is very good, but a few more weapons would have been nice. The explosions are ok.

91%

SAM RYE

Here is what a mech game should look and play like. The graphics are detailed and sharp with decent sound support to back it up. The plenty of me... weapons keep the game play fun, especially the ability to shield. With a few more power-ups this game would have soared, yet it remains another Konami great.

89%

RED = GRAPHICS and ANIMATION, GREEN = MUSIC and SOUND EFFECTS,
YELLOW = GAME PLAY, BLUE = LEVEL OF DIFFICULTY.

TAITO

HIT THE ICE

DIFFICULTY	THEME	MEGABITS
MODERATE	SPORTS	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
N/A	1 OR 2	NOW



"Why I oughta..." Hit the ice... and the wall, and your opponents with hockey sticks; in general, play hockey the way it should be, fast and dirty! One of the many amusing aspects of this cart is when the action gets too furious, square off against an opponent for a little one-on-one fist fight! Also watch for squids that drop on the rink to pull your pants down - don't slide on the ice with your pants down!

GUY 49%

While Hit the Ice isn't your most true-to-life sports game, it does offer something that has been lacking, humor. Hearing the players scream at each other or watching them duke it out in close combat has a goofy kind of fun! However, the play control needs some work and the game does lose its fun after a couple of rounds

DUDE 39%

This is one of the poorest hockey games that I've played for any home system. The graphics are mediocre and the sounds are unsurfing. The game play needs work and the control is hard to get used to. Sports games are going to have to fare better than this to survive on the Super NES.

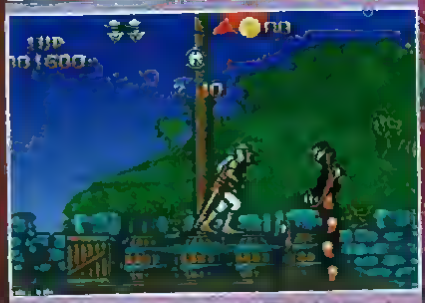
SAM RYE 40%

Most sports games have full teams with a lot of players on screen at the same time. Hit the Ice only has three players per team, one being the goalie. This could be used as an advantage, but here all that gets accomplished is a lot of fighting. Sounds and game play are lacking the level that makes these games fun!

DATA EAST

DRAGON'S LAIR

DIFFICULTY	THEME	MEGABITS
MODERATE	ACTION	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
24	1 OR 2	NOW



He's back, he's back! The hero of the arcade smash of the same name has returned to the video game scene! Dirk the Daring must now save his damsel in distress from Mordroc's danger-filled castle! In this side-scrolling jump-and-slash, Dirk can wield his powerful sword, or obtain other special throwing weapons - such as axes, throwing stars and knives! Oh, Dirk, he's so wonderful!

GUY 58%

While not totally expecting the arcade version, this one isn't completely disappointing. The control is lacking precision and the only way to swing the sword is while standing on the ground. This leaves you vulnerable to the many attacks from above. Anyway, the music is rather nice but the game is not completely in sync

DUDE 48%

Dragon's Lair is not at all what I expected. I was hoping for something a little closer to the arcade game than the NES version was. The graphics are decent and there is a lot of detail to the backgrounds but the game play needs work. In addition, the power-ups are weak and the play control is awkward

SAM RYE 51%

If you're expecting the graphics and sounds that made the name Dragon's Lair famous, just forget it. This action game uses all the same characters but that's where the similarity ends. The graphics are fair but the game play lags far behind. Extra power-ups and better control would have made all the difference.

ELECTRONIC ARTS

BULLS vs. BLAZERS

DIFFICULTY	THEME	MEGABITS
MODERATE	SPORTS	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
N/A	1 OR 2	NOW



The next best thing to being there yourself is to play this sports translation by, who else, Electronic Arts! Play against a friend, or alone, and see if you have what it takes to defeat the Bulls! Several moves can be performed, such as a flying slam, reverse stuff, hanging jam and the all-cool 360 slam! The instant replay feature is also a plus for those plays which are just too close to call!

GUY 59%

EA has a great reputation for exciting sports games but this one falls short. The animation is very choppy and the screen scrolling is not good. Sure, there are sound effects like the slam dunking and the crowd cheers, but these don't make up for the play control. One nice feature is the instant replay VCR option.

DUDE 56%

EA has a reputation for making great sports games, but this cart falls short in many areas. The graphics are good, but the animation is kind of choppy. The game has a few cool features like full stats on each player as the game goes on. The sad part is that it lacks the control that most EA carts have and ends up being average

SAM RYE 45%

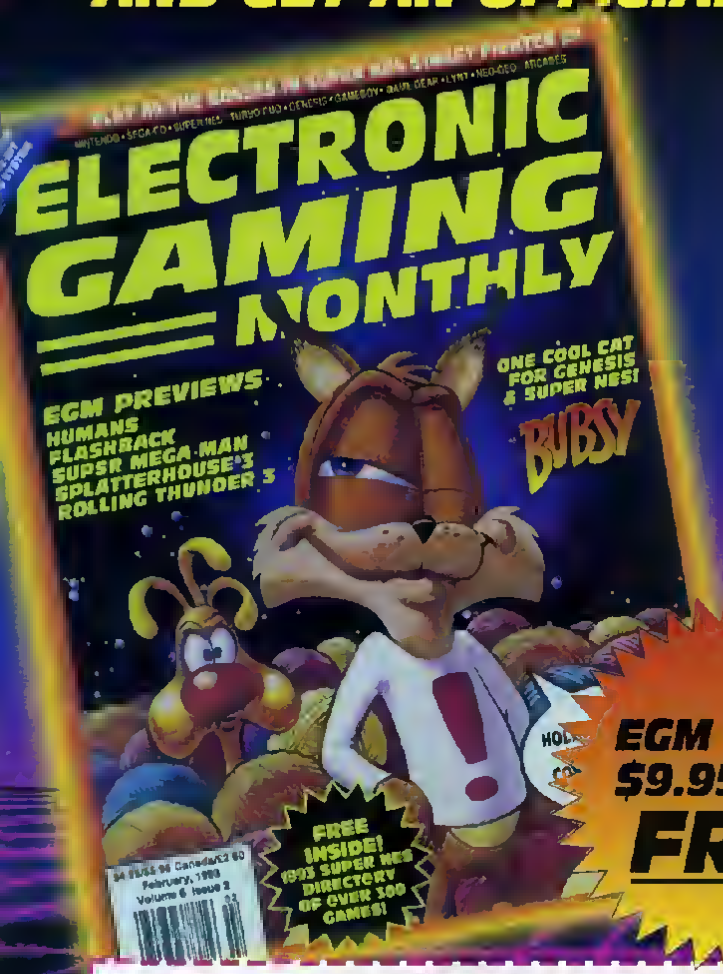
With EA's name on it you'd think it would be great. Well not this time. Graphics are average for a basketball game and the stats all measure up, but it's the feel that doesn't make it. From passing to shooting, it don't the intense action that you'd expect from an EA game. The slams and jams are cool but it needs a controller tune up

RED = GRAPHICS and ANIMATION, GREEN = MUSIC and SOUND EFFECTS, YELLOW = GAME PLAY, BLUE = OVERALL DIFFICULTY

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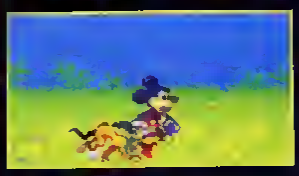
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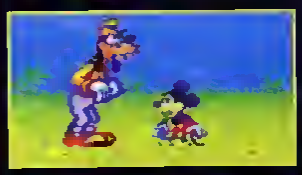
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GAME OVER







The Magical Quest

starring MICKEY MOUSE



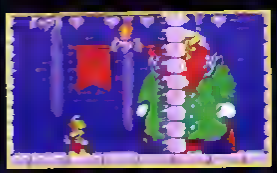


RESCUE A CAPTURED CANINE!

Mickey Mouse's poor pooch Pluto has been captured by Emperor Pete, a vicious beast with gnarly magical powers. Luckily, Mickey has magic too! He can change his form to combat evil. So far the battle has transpired for quite some time, and our heroic mouse has finally reached Pete and his castle. Are you a man or a mouse?



EMPEROR PETE!



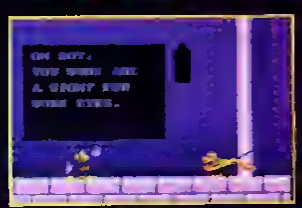


Emperor Pete has some powerful magic spells. For example, he can create moving walls to crush Mickey, or spout flames from the floor. You may also be attacked by flying torches. Your only hope is to turn into Magic Mickey, and cast spells at his head. If you need magic, blast the torches for magic lamps.









Mickey frees Pluto from his dark foreboding confines.



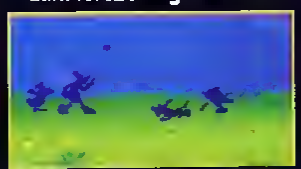
Donald Duck wakes Mickey up to play baseball.



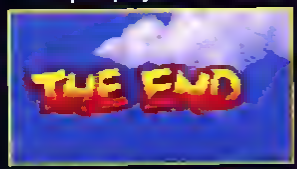
Mickey awakens to find it was all a dream, or was it?



Mickey Mouse gets up to go out with his friends.



And it's back to playing ball. Deja Vu!



Finally, it's the end of the game. Time to take a rest!

SHIFT HAPPENS.



Warning: Once you start head-to-head, day-and-night high speed 2-player simultaneous racing with Kemco's brake-squealing, nitro-blasting Top Gear for your Super NES,™ it's almost impossible to stop. **KEMCO**



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